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1.11 lodash-set 4.3.2 4.3.2

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1.14 jsonpath-plus 3.0.0 3.0.0

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 *
 * The purpose of the CSVParser is to take a single string and parse it into
 * its elements based on the delimiter, quote and escape characters.</p>
 *
 * The CSVParser has grown organically based on user requests and does not truly match
 * any current requirements (though it can be configured to match or come close). There
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 * @author Rainer Pruy
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByNameEntry.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByName.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/BeanFieldSplit.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/BeanFieldJoin.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractCsvConverter.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/Util/OrderedObject.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/BeanFieldJoin.java
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractMappingStrategy.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/RegexToBeanField.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/ComplexFieldMapEntry.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractFieldMap.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/comparator/package-info.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMapByPosition.java
* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/FieldMap.java
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* /opt/cola/permits/1258286328_1643052526.49/0/opencsv-5-4-sources-jar/com/opencsv/bean/AbstractFieldMapEntry.java
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* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/Descriptor.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/BinExpr.java
* /opt/cola/permits/1110923499_1606873622.06/0/javassist-3-18-2-ga-sources-5-jar/javassist/compiler/ast/CondExpr.java
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1.39 get-func-name 2.0.0

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1.41 cli-boxes 2.2.1
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1.42 bean-validation-api 1.1.0.Final

1.43 commons-compiler 3.0.11

1.44 redux-act 1.8.0 1.8.0

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1.45 asm 5.0.3

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

Found in path(s):
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
  jar/org/objectweb/asm/commons/AnalyzerAdapter.java
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/**
 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [ @link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [ @link Type Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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/**
* Creates a new JSRInliner. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the
* { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
* version.
*
* @param mv

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the `<code>MethodVisitor</code>` to send the resulting inlined method code to (use `<code>null</code>` for none).

* @param access
  * the method's access flags (see `{@link Opcodes}`). This parameter also indicates if the method is synthetic and/or deprecated.

* @param name
  * the method's name.

* @param desc
  * the method's descriptor (see `{@link Type}`).

* @param signature
  * the method's signature. May be `<tt>null</tt>`.

* @param exceptions
  * the internal names of the method's exception classes (see `{@link Type#getName()}`). May be `<tt>null</tt>`.

* @throws `<tt>IllegalStateException</tt>`
  * If a subclass calls this constructor.

*/

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

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 */
/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link #Textifier(int)]
 * version.
 * 
 * @throws IllegalStateException
 * @throws NullPointerException
 */
Found in path(s):
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/Textifier.java

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/**
* Constructs a new {@link ClassNode}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the {@link ClassNode(int)}
* version.
* 
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

Found in path(s):
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Label.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceMethodVisitor.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree.FrameNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
1.46 axios 0.18.1 0.18.1

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1.47 aggdesigner-algorithm 6.0

1.48 netty 4.0.48.Final

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1.58 to-fast-properties 1.0.3

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1.59 okhttp 4.9.1

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  jar/io/netty/resolver/HostsFileEntries.java
* /opt/cola/permits/1144318097_1615901354.89/0/netty-resolver-4.1.42-final-sources-3-
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1.75 j2objc-annotations 1.3

1.76 babel-types 6.26.0

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)
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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not
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However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

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

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

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

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

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1.90 cross-fetch 3.1.5 3.1.5

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1.91 hpkp 1.2.0 1.2.0

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1.93 is-date-object 1.0.2
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1.94 core-util-is 1.0.2 1.0.2
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1.95 base64id 2.0.0 2.0.0

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1.96 gir1.2-gdkpixbuf-2.0 2.32.2-1ubuntu1.6
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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application.  Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/types/no64_t.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/platform/sparc/solaris/TypeAliases.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/ffi/nullable/LocalVariableAllocator.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/types/int32_t.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/platform/386/darwin/TypeAliases.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/Memory.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/byref/AbstractNumberReference.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/Type.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/Runtime.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/platform/ppc64le/linux/TypeAliases.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/NativeInvocationHandler.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/Pointer.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/DelegatingMemoryIO.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/ParameterFlags.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/InAccessibleMemoryIO.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/AddressByReference.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/Address.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/AsmUtil.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/Platform.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/AsmLibraryLoader.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/X86_64StubCompiler.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/Invoker.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/InvocationSession.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/mapper/ToNativeConverter.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/NullMemoryIO.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/ShareMemoryIO.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/AbstractMemoryIO.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/Invoker.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/InvocationSession.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/FromNativeConverter.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/AsmLibraryLoader.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/X86_64StubCompiler.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/Provider.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/AbstractArrayMemoryIO.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableSoftReference.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableReferenceQueue.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableReferenceQueue.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableWeakReference.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/util/ref/FinalizableReference.java

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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/Union.java
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* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/BaseMethodGenerator.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/NativeClosurePointer.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/ObjectReferenceManager.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/IntPointer.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/NativeClosureFactory.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/FastNumericMethodGenerator.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/AsmBuilder.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/ClosureManager.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/FastLongMethodGenerator.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/annotations/Delegate.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/NativeClosureManager.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/StructLayout.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/X86MethodGenerator.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/AbstractAsmLibraryInterface.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/annotations/LongLong.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/DefaultObjectReferenceManager.java
* /opt/cola/permits/1258272141_1643050049.11/0/jnr-ffi-2-1-5-sources-jar/jnr/ffi/provider/jffi/MethodGenerator.java
1.107 debug 4.2.0 4.2.0

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1.108 ms 2.0.0 2.0.0

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grant codeBase "${app.dev.base}/classes/" {
    permission java.security.AllPermission;
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grant codeBase "${app.dev.base}/lib/xml-apis-dom3.jar" {
    permission java.security.AllPermission;
};;

grant codeBase "${app.dev.base}/lib/xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};;

grant codeBase "${app.dev.base}/lib/fop-transcoder-allinone-${xmlgraphics.fop.version}.jar" {
    permission java.security.AllPermission;
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grant codeBase "${app.dev.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}.jar" {
    permission java.security.AllPermission;
};;
grant codeBase "${app.dev.base}/lib/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/svg10.dtd", "read";
    permission java.io.FilePermission "resources/org/apache/batik/dom/svg/resources/UserAgentStyleSheet.css", "read";
};

Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-
  jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy
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// // $Id: rasterizer.bin.policy 1855026 2019-03-08 09:57:56Z ssteiner $
// -----------------------------------------------------------------------------

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    permission java.security.AllPermission;
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grant codeBase "${app.jar.base}/lib/xerces_2_5_0.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/batik-rasterizer.jar" {
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  permission java.security.AllPermission;
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  permission java.security.AllPermission;
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  permission java.security.AllPermission;
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    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/xmlgraphics-commons-${xmlgraphics.commons.version}" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/lib/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "+*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "lib/batik-svg-dom.jar", "read";
};

Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-jar/org/apache/batik/apps/rasterizer/resources/rasterizer.bin.policy
No license file was found, but licenses were detected in source scan.

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grant codeBase "${app.jar.base}/@jarsLibDir@xml-apis-ext-1.3.04.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xml-apis-1.3.04.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xalan-2.7.0.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@xerces_2_5_0.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-rasterizer-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-ext-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-dom-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-css-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-gvt-@batikVersion@.jar" { 
  permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}@jarsLibDir@batik-parser-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-script-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-bridge-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-swing-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-transcoder-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-gui-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-awt-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-util-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-xml-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@fop-transcoder-allinone-@fopVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@xmlgraphics-commons-@xgcVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}@jarsLibDir@batik-anim-@batikVersion@.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/@jarsLibDir@batik-codec-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-extension-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@batik-svggen-@batikVersion@.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/@jarsLibDir@js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "${app.jar.base}/@jarsLibDir@batik-svg-dom-@batikVersion@.jar", "read";
};

Found in path(s):
* /opt/cola/permits/1146690669_1616599310.58/0/batik-svgrasterizer-1-13-sources-1-
  jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy.ref
No license file was found, but licenses were detected in source scan.

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1.112 uri-js 4.4.0 4.4.0

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1.115 moment 2.27.0 2.27.0

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1.120 snake-yaml 1.27

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1.134 listenablefuture 9999.0-empty-to-avoid-conflict-with-guava

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/SortedLists.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Strings.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Atomics.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Equivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/annotations/Beta.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/package-info.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CommonPattern.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MoreCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ImmutableValueGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ElementOrder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ValueGraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/HashMultimapGwtSerializationDependencies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/Comparators.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConstants.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MutableKeyGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/KeyGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractKeyGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractNetwork.java
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jar/com/google/common/graph/DirectedMultiNetworkConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/GraphConnections.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractGraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/NetworkBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/MapIteratorCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
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 */
/**
 * Holder for web specializations of methods of { @code Doubles}. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/Multimaps.java
* /opt/cola/permits/1119092615_1608716259_54/0/guava-30-1-jre-sources-1.jar/com/google/common/collection/Multisets.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/io/ByteStreams.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Platform.java
  /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/Internal.java
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*
* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
* java.util.HashMap class.
*/

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  jar/com/google/common/util/concurrent/Striped.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/AbstractCompositeHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AbstractListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Hasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ForwardingListeningExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/HashCode.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/MediaType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/Uninterruptibles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/Murmur3_128HashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/Enums.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/MessageDigestHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ListeningScheduledExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/net/HttpHeaders.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/AsyncFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMultisetFauxVerideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Count.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMultiset.java

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

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ObjectArrays.java
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 */
/
/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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jar/com/google/common/base/SmallCharMatcher.java
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  jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/Quantiles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java

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  jar/com/google/common/io/AppendableWriter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/TypeToken.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/Java8Usage.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1.jar/com/google/common/collect/AbstractTable.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/BaseImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/JdkBackedImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/IndexedImmutableSet.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/FilteredKeyListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/TransformedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/FilteredMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/FilteredEntrySetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/SortedMultisetBridge.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/CompactHashedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/AbstractSortedKeySortedSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collections/ForwardingListIterator.java
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 */

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

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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/*
 * This following method is a modified version of one found in
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableMapEntry.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Tables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/StandardTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/SingletonImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/RegularImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableBiMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSortedSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Collections2.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/Table.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/EmptyImmutableListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/HashBasedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Platform.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/TreeBasedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/StandardRowSortedTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/Range.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/UnmodifiableIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collect/ImmutableMapKeySet.java

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/**
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/coll/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/PairedStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/hash/SipHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/reflect/TypeCapture.java
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jar/com/google/common/graph/AbstractBaseGraph.java
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jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/util/concurrent/ClosingFuture.java
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/**
* Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
* [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
* under GWT but with a slightly different signature.
* <p>We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
* compiler to auto-try the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAdder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/Striped64.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Doubles.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/base/Joiner.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/net/ListenableFutureTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/escape/UnicodeEscaper.java
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  jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/io/Stopwatch.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Primitives.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Longs.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/Ints.java
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  jar/com/google/common/primitives/CharMatcher.java
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  jar/com/google/common/primitives/InexactDoubleComparison.java
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  jar/com/google/common/primitives/InexactFloatComparison.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/InexactShortComparison.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/InexactCharComparison.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/InexactByteComparison.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/primitives/InexactIntComparison.java
jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/InetAddresses.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/thirdparty/publicsuffix/TrieParser.java
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*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractSequentialIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RowSortedTable.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingImmutableCollection.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedMapDifference.java
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 */

/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy version.
 * 
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.</b>
 */
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/DiscreteDomain.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableAsList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ArrayTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ForwardingTable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/TableCollectors.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableSortedSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SingletonImmutableList.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/RegularImmutableList.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/EmptyImmutableSetMultimap.java

1.136 jsreport-debug 2.1.3 2.1.3

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1.138 semaphore-async-await 1.5.1 1.5.1
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1.139 source-map-support 0.4.18

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1.140 babel-plugin-transform-es2015-block-scoped-functions 6.22.0

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1.143 c3p0 0.9.5.4

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1.152 cors 2.8.5 2.8.5
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1.153 @babel/plugin-bugfix-safari-id-destructuring-collision-in-function-expression 7.16.2
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1.154 async 0.9.0 0.9.0
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1.155 groovy-xml 3.0.8
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* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/slurpersupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/streamingmarkupsupport/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/dom/package.html
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/util/slurpersupport/package.html

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* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/markupsupport/StandardXmlFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/ServiceSupport.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-jar/groovy/xml/ConditionSupport.java
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jar/groovy/xml/slurpersupport/Attributes.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/markupsupport/DoubleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources.jar/groovy/xml/Entity.groovy
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/slurpersupport/NamespaceAwareHashMap.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/slurpersupport/FilteredNodeChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/markupsupport/StandardControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources.jar/groovy/xml/xml/XmlUtil.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/DoubleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/SingleQuoteFilter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/SurrogateToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/BaseMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/StreamingMarkupWriter.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/StreamingMarkupBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/StreamingDOMBuilder.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/NoChildren.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/NodeChild.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/Node.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/org/apache/groovy/xml/tools/DomToGroovy.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/NodeIterator.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/AllControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/AllControlToUndefined.java
* /opt/cola/permits/1218302256_1634930914.09/0/groovy-xml-3-0-8-sources-
jar/groovy/xml/xml/markupsupport/AllControlToUndefined.java
1.156 bcel 2.7.2

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 */

/*
 * $Id: Version.src 1225426 2011-12-29 04:13:08Z mrglavas $
 */
package org.apache.xalan;

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

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

public static String getVersion()
{
}

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

public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**
 * Name of product: Xalan.
 */

public static String getProduct()
{
    return "Xalan";
}

/**
 * Implementation Language: Java.
 */

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

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

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

/**
 * Development Drop Number.
 * Optional identifier designates development drop of
a specific release. D01 is the first development drop
of a new release.

Development drops are works in progress towards a
completed, final release. A specific development drop
may not completely implement all aspects of a new
feature, which may take several development drops to
complete. At the point of the final drop for the
release, the D suffix will be omitted.

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

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

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

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package org.apache.xml.serializer;

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

public final class Version
{

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

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

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

public static void main(String argv[])
{
    System.out.println(getVersion());
}

/**

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*/

*/

*/ $Id: Version.java 468654 2006-10-28 07:09:23Z minchau $
* Name of product: Serializer.

```java
/**
 * Implementation Language: Java.
 */
```

```java
public static String getProduct()
{
    return "Serializer";
}
```

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

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

```java
/**
 * Maintenance Drop Number.
 */
```
* Optional identifier used to designate maintenance drop applied to a specific release and contains fixes for defects reported. It maintains compatibility with the release and contains no API changes. When missing, it designates the final and complete development drop for a release.

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

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

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

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

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 * limitations under the License.
 */

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

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

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

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  * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
  * See the License for the specific language governing permissions and
  * limitations under the License.
  */

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

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

package org.apache.xalan.xslt.compiler;

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

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "{uri}:*" and "{uri}:@*". The last two
 * patterns are expanded as "*[namespace-uri() = 'uri']" and
 * "[@*[namespace-uri() = 'uri']", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
 */

public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
    int nodeType;

    if (test == null) {  // "*
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
                    (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    }

    else if (test instanceof Integer) {
        nodeType = ((Integer) test).intValue();
    }

    else {
        QName name = (QName)test;

        return new StepPattern(axis, nodeType, predicates);
    }

    return new StepPattern(axis, nodeType, predicates);
}

else if (test instanceof Integer) {
    nodeType = ((Integer) test).intValue();

    return new StepPattern(axis, nodeType, predicates);
}

else {
    QName name = (QName)test;

boolean setPriority = false;

    if (axis == Axis.NAMESPACE) {
       .nodeType = (name.toString().equals("*") ? -1 : _xsltc.registerNamespacePrefix(name));
    } else {
        final String uri = name.getNamespace();
        final String local = name.getLocalPart();
        final QName namespace_uri = _parser.getQNameIgnoreDefaultNs("namespace-uri");

        // Expand {uri}:* to *[namespace-uri] = 'uri' - same for @*
        if (uri != null && (local.equals("*") || local.equals("@*"))) {
            if (predicates == null) {
                predicates = new Vector(2);
            }
            // Priority is set by hand if no other predicates exist
            setPriority = (predicates.size() == 0);
        } else if (local.equals("*")) {
            nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE : NodeTest.ELEMENT;
        } else if (local.equals("@*")) {
            nodeType = NodeTest.ATTRIBUTE;
        } else {
            nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) : _xsltc.registerElement(name);
        }

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

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

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

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

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

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

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

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

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

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

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

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

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

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

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
    if (rlp instanceof Step) {
        return new ParentLocationPath(step, (Step) rlp);
    }
    else if (rlp instanceof ParentLocationPath) {

final ParentLocationPath plp = (ParentLocationPath) rlp;
final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
return new ParentLocationPath(newrlp, plp.getStep());
}
else {
  addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep");
  return rlp;
}
}

/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
  return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE
    || axis == Axis.NAMESPACE || axis == Axis.DESCENTANT);
}

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

non terminal SyntaxTreeNode TopLevel;

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

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

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

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

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

start with TopLevel;

TopLevel ::= PATTERN Pattern:pattern
            { : RESULT = pattern; : }

            | EXPRESSION Expr:expr
            { : RESULT = expr; : };

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

Pattern ::= LocationPathPattern:lpp
            { : RESULT = lpp; : }

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

LocationPathPattern ::= SLASH
            { : RESULT = new AbsolutePathPattern(null); : }

            | SLASH RelativePathPattern:rpp
            { : RESULT = new AbsolutePathPattern(rpp); : }
IdKeyPattern::= ID LPAREN Literal:l RPAREN
    {: RESULT = new IdPattern(l);
      parser.setHasIdCall(true);
    :}

| IdKeyPattern::= ikp |
| RESULT = ikp : |

| IdKeyPattern::= ikp SLASH RelativePathPattern::= rpp |
| RESULT = new ParentPattern(ikp, rpp) ; |

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

| RelativePathPattern::= rpp |
| RESULT = rpp ; |

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

| QName::qn |
  { RESULT = qn; : }
ChildOrAttributeAxisSpecifier ::= ATSIGN
     [: RESULT = new Integer(Axis.ATTRIBUTE); :]

| CHILD DCOLON
|     [: RESULT = new Integer(Axis.CHILD); :]

| ATTRIBUTE DCOLON
     [: RESULT = new Integer(Axis.ATTRIBUTE); :];

Predicates ::= Predicate:p
     [:
Vector temp = new Vector();
temp.addElement(p);
RESULT = temp;
    :]

| Predicate:p Predicates:pp
     [: pp.insertElementAt(p, 0); RESULT = pp; :];

Predicate ::= LBRACK Expr:e RBRACK
     [:
RESULT = new Predicate(e);
    :];

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

Expr ::= OrExpr:ex
     [: RESULT = ex; :];

OrExpr ::= AndExpr:ae
     [: RESULT = ae; :]

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

AndExpr ::= EqualityExpr:e
     [: RESULT = e; :]

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

EqualityExpr ::= RelationalExpr:re
     [: RESULT = re; :]

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

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

RelationalExpr ::= AdditiveExpr:ae
:: RESULT = ae; :

| RelationalExpr:re LT AdditiveExpr:ae
:: RESULT = new RelationalExpr(Operators.LT, re, ae); :

| RelationalExpr:re GT AdditiveExpr:ae
:: RESULT = new RelationalExpr(Operators.GT, re, ae); :

| RelationalExpr:re LE AdditiveExpr:ae
:: RESULT = new RelationalExpr(Operators.LE, re, ae); :

| RelationalExpr:re GE AdditiveExpr:ae
:: RESULT = new RelationalExpr(Operators.GE, re, ae); :

AdditiveExpr ::= MultiplicativeExpr:me
:: RESULT = me; :

| AdditiveExpr:ae PLUS MultiplicativeExpr:me
:: RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me); :

| AdditiveExpr:ae MINUS MultiplicativeExpr:me
:: RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me); :

MultiplicativeExpr ::= UnaryExpr:ue
:: RESULT = ue; :

| MultiplicativeExpr:me MULT UnaryExpr:ue
:: RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue); :

| MultiplicativeExpr:me DIV UnaryExpr:ue
:: RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue); :

| MultiplicativeExpr:me MOD UnaryExpr:ue
:: RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue); :

UnaryExpr ::= UnionExpr:ue
:: RESULT = ue; :

| MINUS UnaryExpr:ue
:: RESULT = new UnaryOpExpr(ue); :

UnionExpr ::= PathExpr:pe
:: RESULT = pe; :

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

LocationPath ::= RelativeLocationPath:rlp
     { : RESULT = rlp; : }
| AbsoluteLocationPath:alp
     { : RESULT = alp; : }

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

| AbbreviatedRelativeLocationPath:arlp
{: RESULT = arlp; :};

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

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

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

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

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

RelativeLocationPath left = (RelativeLocationPath) rlp;
Step mid = new Step(Axis.DESCENDANTORSELF,
DTM.ELEMENT_NODE, null);
ParentLocationPath ppl = new ParentLocationPath(mid, right);
RESULT = new ParentLocationPath(left, ppl);
}
}
}
else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
    RelativeLocationPath left = (RelativeLocationPath) rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
    DTM.ELEMENT_NODE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath) rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
    DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
};

AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp

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

Step ::= NodeTest:ntest
{:
    if (ntest instanceofof Step) {
        RESULT = (Step)ntest;
    }
else {
    RESULT = new Step(Axis.CHILD,
                      parser.findNodeType(Axis.CHILD, ntest),
                      null);
}

}| NodeTest:ntest Predicates:pp |
|: RESULT = new Step(Axis.CHILD,
                    parser.findNodeType(Axis.CHILD, ntest), pp);
| AxisSpecifier:axis NodeTest:ntest |
|: RESULT = new Step(axis.intValue(),
                     parser.findNodeType(axis.intValue(), ntest), pp);
| AbbreviatedStep:abbrev |
|: RESULT = abbrev; :};

AxisSpecifier ::= AxisName:an DCOLON
    |: RESULT = an; :}

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

AxisName ::=    ANCESTOR
    |: RESULT = new Integer(Axis.ANCESTOR); :}

| ANCESTORORSELF |
|: RESULT = new Integer(Axis.ANCESTORORSELF); :}
<table>
<thead>
<tr>
<th>ATTRIBUTE</th>
</tr>
</thead>
</table>
{: RESULT = new Integer(Axis.ATTRIBUTE); :} |

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

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

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

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<tr>
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{: RESULT = new Integer(Axis.FOLLOWING); :} |

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

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<tr>
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{: RESULT = new Integer(Axis.PARENT); :} |

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<tr>
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</table>
{: RESULT = new Integer(Axis.PRECEDING); :} |

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

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

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

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

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

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

**PrimaryExpr ::= VariableReference:vr**
{: RESULT = vr; :}
/* If the string appears to have the syntax of a QName, store
namespace info in the literal expression. This is used for
element-available and function-available functions, among
others. Also, the default namespace must be ignored.
*/
String namespace = null;
final int index = string.lastIndexOf(':');

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

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

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

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

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

FunctionCall ::= FunctionName:fname LPAREN RPAREN

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

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

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

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

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

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

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

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

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

| QName:qn  
| : RESULT = qn; : | ;

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

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

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

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

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

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

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

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

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

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

| FOLLOWING
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/xpath.cup
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 */

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

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*/

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

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*/

/**
* Execute the proprietary document-location() function, which returns
* a node set of documents.
* @xsl.usage advanced
*/

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

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;

package org.apache.xalan.xsltc.compiler;

import java_cup.runtime.Symbol;

%%
cup
%unicode
%class XPathLexer
%yyeof
%
{
  int last;

  void initialize() {
    last = -1;
  }

  static boolean isWhitespace(int c) {
    return (c == ' ' || c == '	' || c == '' || c == '
'  || c == '');
  }
}
Symbol disambiguateAxisOrFunction(int ss) throws Exception {
    // Peek in the input buffer without changing the internal state
    int index = yy_buffer_index;

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

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

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

Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
        case -1:    // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
/*
case sym.MINUS:
case sym.EQ:
case sym.NE:
case sym.LT:
case sym.LE:
case sym.GT:
case sym.GE:
    return newSymbol(sym.QNAME, yytext());
}
return newSymbol(ss);
}

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

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

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

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

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

%}

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

%yylexthrow{
Exception
%yylexthrow%

Letter={BaseChar}|{Ideographic}

BaseChar=[\u0041-\u005A\u0061-\u007A\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u00FF\u0100-\u0131\u0134-\u013E\u0141-\u0148\u014A-\u017Eu0180-\u01C3u01CD-\u01F0u01F4-\u01F5u01FA-\u0217u0250-\u02A8u02BB-\u02C1u0386u0388-\u038Au038Cu038E-\u03A1u03A3-\u03CEu03D0-\u03D6u03DCu03DU03EU03E2-\u03F3u0401-\u040Cu040E-\u044Fu0451-\u045Cu045E-\u0481-\u04C4u04C7-\u04C8u04CB-\u04CCu04D0-\u04EBu04EE-\u04F5u04F8-\u04F9u0531-\u0556u0559u0561-\u0586u05D0-\u05EAu05F0-\u05F2u0621-\u063Au0641-\u064Au0671-\u06B7u06BA-\u06BEu06C0-\u06CEu06D0-\u06D3u06D5u06E5-\u06E6u0905-\u0939u093Du0958-\u0961u0985-\u098Cu098Fu0990u0993-\u09A8u09AA-\u09B0u09B2u09B6-\u09B9u09DCu09DDu09DF-\u09E1u09F1u09F0-\u09F1u0A05-\u0A0Au0A0F-\u0A10u0A13-\u0A28u0A2A-\u0A30u0A32-\u0A33u0A35-\u0A36u0A38-\u0A39u0A59-\u0A5Cu0A5Eu0A72-\u0A74u0A85-\u0A8Bu0A8F-\u0A91u0A93-\u0AA8u0AAA-\u0AB0u0AB2-\u0AB3u0AB5-\u0AB9u0ABDu0AE0u0BF-\u0B0Cu0B0Fu0B10u0B13-\u0B28u0B2A-\u0B30u0B32-\u0B33u0B36-\u0B39u0B3D-\u0B5Cu0B5Du0B5Fu0B61u0B85-\u0B8Au0B8E-\u0B90u0B92-\u0B95u0B99-\u0B9Au0B9Cu0B9Eu0B9Fu0BA3-\u0BA4u0BA8-\u0BAAu0BAE-\u0BB5u0BB7-\u0BB9u0CC0-\u0CCu0CE0-\u0C10u0C12-\u0C28u0C2Au0C33u0C35-\u0C39u0C60u0C61u0C85-\u0C8Cu0C8Eu0C90u0C92-\u0CA8u0CAu0CB3u0CB5-\u0CB9u0CDEu0CE0-\u0CE1u0D05-\u0D0Cu0D0Eu0D10u0D12-\u0D28u0D2A-\u0D39u0D60-\u0D61u0E01-\u0E2Eu0E30u0E32-\u0E33u0E40-\u0E45u0E81-\u0E82u0E84u0E87-\u0E88u0E8Au0E8Du0E94-\u0E97u0E99-\u0E9Fu0EA1-\u0EA3u0EA5u0EA7u0EAA-\u0EABu0EAD-\u0EAEu0EB0u0EB2-\u0EB3u0EBDu0EC0-\u0EC4u0F40-\u0F47u0F49-\u0F69u01A0-\u01C5u01D0-
 Ideographic=[u4E00-u9FA5〇〡-〩]

CombiningChar=[u0300-u0345͠-҃͡-֑҆-֣֡-ֹֻ-
ֽֿׁ-ׂًׄ-ْٰۖ-۟۠-ۤۧ-
۪ۨ-ۭँ-ः़ा-ौ्॑-॔ॢ-ॣঁ-
ঃ-ঈৄ-ে-ৈ-ো-্-ৢ-
ৣ-১ਂ-਼-ਾ-ਿ-ੇ-ੋ-ੌ-੎-੏-੐-ੑ-੒-੓-
੔-੕-੖-੗-੘-ਖ਼-ਗ਼-ਜ਼-ੜ-
੝-ਫ਼-੟-ଁ-ଃ-଼-ା-ି-
ୈ-ୋ-ୌ-୍-୎-

Extender=[u00B7-u00D0-u00D1-u00D2-

NCName=(\{Letter\}^\_\^\{NCNameStartChar\})(\{NCNameChar\})*

NCNameChar=[Letter]\^[\{Digit\}^\^[-\^\^{CombiningChar}\^[\{Extender\}][\{NCNameChar\}]]\^[\{NCNameStartChar\}][u00B7][u0300-
\u036F][u203F-u2040][u0130-u0136]

NCNameStartChar=[u0041-u005A\^[\{HighSurrogate\}][\{LowSurrogate\}])

HighSurrogate=[uD800-uDBFF]

LowSurrogate=[uDC00-uDFFF]

%%

\{ return disambiguateStar(); \}

\{ return newSymbol(sym.SLASH); \}

\{ return newSymbol(sym.PLUS); \}
"[^"]*"               { return newSymbol(sym.Literal, 
    yytext().substring(1, yytext().length() - 1)); }
"[^"]*"               { return newSymbol(sym.Literal, 
    yytext().substring(1, yytext().length() - 1)); }

{Digit}+               { return newSymbol(sym.INT, new Long(yytext())); }
{Digit}+("[Digit]*")? { return newSymbol(sym.REAL, new Double(yytext())); }
"."
{Digit}+               { return newSymbol(sym.REAL, new Double(yytext())); }
"."
{(NCName):}?[NCName] { return newSymbol(sym.QNAME, yytext()); }
{(NCName):}?"*"        { return newSymbol(sym.QNAME, yytext()); }
{(NCName):}?"@*"       { return newSymbol(sym.QNAME, yytext()); }
\[ \t\r\n\f\]              { /* ignore white space. */ }
.                        { throw new Exception(yytext()); }

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

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 * limitations under the License.
 */

/* $Id: XSLProcessorVersion.src 468640 2006-10-28 06:53:53Z minchau $ */
package org.apache.xalan.processor;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties</P>
 * @deprecated To be replaced by org.apache.xalan.Version.getVersion()
 * @xsl.usage general
 */
public class XSLProcessorVersion
{

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

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

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

/**
 * Major version number.
 * Version number. This changes only when there is a significant, externally apparent enhancement from the previous release. 'n' represents the n'th version.
 */
public static final int VERSION = @version.VERSION@;

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

/**
 * Maintenance Drop Number.
 */
* Optional identifier used to designate maintenance drop applied to a specific release and contains fixes for defects reported. It maintains compatibility with the release and contains no API changes.
* When missing, it designates the final and complete development drop for a release.
*/

```java
public static final int MAINTENANCE = @version.MINOR@;
```

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

```java
public static final int DEVELOPMENT = 0;
```

/**
* Version String like <CODE>"<B>Xalan</B> <B>Language</B> v.r[.dd] <B>D</B><B>N</B>n</CODE>.
* Semantics of the version string are identical to the Xerces project.
*/

```java
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" " +VERSION+"."+RELEASE+"." +(DEVELOPMENT > 0 ? ("D")+DEVELOPMENT) : (""+MAINTENANCE));
```

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

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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/trace/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/domapi/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/templates/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/res/package.html
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xslt/res/package.html
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*/

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

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Keywords.java
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Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/QueuedEvents.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XslAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/NodeLocator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/ToStream.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/MessageHandler.java
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jar/org/apache/xalan/xslt/dom/LoadDocument.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xslt/runtime/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/transformer/NumeratorFormatter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/xml/serializer/utils/SerializerMessages_hu.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xslt/runtime/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/compiler/util/ErrorMessages_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/compiler/Pattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/compiler/XSLTAttributeDef.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/compiler/If.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/xslt/choose/Choose.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/xalan/xalan/templates/ElemFallback.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xalan/xalan/xalan/xalan/transformer/XalanProperties.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-

* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/lib/ExsltStrings.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/res/XResourceBundle.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/XUnresolvedVariableSimple.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_tr.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/res/XResources_zh_TW.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/AlternativePattern.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/operations/Neg.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/NodeSet.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/objects/XNull.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/dtm/ref/IncrementalSAXSource.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/util/MultiHashtable.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/objects/XRTreeFrag.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemNumber.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/processor/ProcessorNamespaceAlias.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/processor/ClonerToResultTree.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemIf.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/cmdline/getopt/GetOptsException.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/DOM.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/serialize/DOMSerializer.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemIf.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/PositionCall.java

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/SQLErrorDocument.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemMessage.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/LocaleUtility.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/XSLProcessorContext.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xml/dtm/ref/ChunkedIntArray.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/XSLProcessorContext.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xml/dtm/DTMAxisIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FunctionAvailableCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/DTMDocumentImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StringLengthCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/operations/VariableSafeAbsRef.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ProcessorText.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/StringLengthCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FunctionAvailableCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ExpressionVisitor.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/NameCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Comment.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/OutlineableChunkEnd.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/CharInfo.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xslt/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xslt/compiler/NodeSortRecordFactGenerator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/OutlineableChunkEnd.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/OutlineableChunkEnd.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/OutlineableChunkEnd.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/OutlineableChunkEnd.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/LiteralAttribute.java
jar/org/apache/xpath/functions/FuncNumber.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/Constants.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListener.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/NamespaceSupport.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMErrorImpl.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerJava.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStripSpace.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TraceListenerEx2.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/RealExpr.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/CompareGenerator.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/XMLNSDecl.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/KeyCall.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/Utils.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/NodeIteratorBase.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorTemplateElem.java
* /opt/cola/permits/113479662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/dtm/DTMAxisTraverser.java

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jar/org/apache/xpath/axes/OneStepIteratorForward.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/util/FilterGenerator.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xpath/functions/FuncSum.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/dom/CollatorFactoryBase.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/dom/NodeCounter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xml/utils/XML11Char.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/LastCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/NodeSortRecordFactory.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/SourceLoader.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/TrAXFilter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/VariableBase.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_cs.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/dom/NodeSortRecordFactory.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/dom/NodeCounter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/TrAXFilter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/LastCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/SourceLoader.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/VariableBase.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/NodeSortRecordFactory.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/TrAXFilter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/LastCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/SourceLoader.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/VariableBase.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/NodeSortRecordFactory.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/TrAXFilter.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/LastCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/SourceLoader.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/ProcessingInstructionPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/Translet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/ObjectStack.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTemplate.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/AttList.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/trax/SAX2DOM.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/ExpressionOwner.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/IdPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/res/XMLErrorResources_sv.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/ErrorMessagees_fr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/objects/XBooleanStatic.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/trax/TransformerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/SyntaxTreeNode.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorImport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/HasPositionalPredChecker.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncCount.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/ErrorMessagees_ru.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/dom/ForwardPositionIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncPosition.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltBase.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/WriterChain.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/NodeTest.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/PooledConnection.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Otherwise.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/jaxp/JAXPExtensionsProvider.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/StepPattern.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_ja.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/NodeConsumer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/Constants.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/dom3/DOMOutputImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/KeyRefIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Whitespace.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/ExtensionHandlerJavaPackage.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/UnaryOpExpr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExtensionHandlerJavaPackage.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/RelativeLocationPath.java
jar/org/apache/xalan/templates/ElemExsltFunction.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemEmpty.java
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* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_sv.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/processor/WhitespaceInfoPaths.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/axes/PathComponent.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/SerializerSwitcher.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/operations/Variable.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/RelationalExpr.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/WrappedRuntimeException.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_it.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/runtime/StringValueHandler.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/operations/Number.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/OpMapVector.java
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* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/Operation.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemUse.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/DTMManagerDefault.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/lib/PipeDocument.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/lib/Extensions.java
jar/org/apache/xalan/xslt/compiler/util/TypeCheckError.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/SQLDocument.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_cs.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/ErrorMessagees_zh_TW.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/dom/StepIterator.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/trax/TemplatesHandlerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/serializer/XSLOutputAttributes.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/Text.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/IntStack.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/CompilerException.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/UtilType.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/MarkerInstruction.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/ErrorMessages_sk.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/compiler/NamespaceUriCall.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/sax2dtm/SAX2DTM.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/XMLErrprResources_it.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/runtime/Constants.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/dtm/ref/sax2dtm/SAX2DTM.java
* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xml/utils/SAXSourceLocator.java
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* /opt/cola/permits/1134796662_1613422294.09/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/CollatorFactory.java
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1.157 zstd-jni 1.4.9-1

1.157.1 Available under license:

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

Manifest-Version: 1.0
Automatic-Module-Name: com.github.luben.zstd_jni
Bnd-LastModified: 1615191527618
Bundle-Description: JNI bindings for Zstd native library that provides fast and high compression lossless algorithm for Java and all JVM languages.
Bundle-License: https://opensource.org/licenses/BSD-2-Clause;description=BSD 2-Clause License
Bundle-ManifestVersion: 2
Bundle-Name: zstd-jni
Bundle-NativeCode: aix/ppc64/libzstd-jni.so;osname=AIX;processor=ppc64
, darwin/x86_64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=x86_64, darwin/aarch64/libzstd-jni.dylib;osname=MacOS;osname=MacOSX;processor=aarch64, freebsd/amd64/libzstd-jni.so;osname=FreeBSD;processor=amd64, freebsd/i386/libzstd-jni.so;osname=FreeBSD;processor=i386
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Bundle-SymbolicName: com.github.luben.zstd-jni
Bundle-Vendor: com.github.luben
Bundle-Version: 1.4.9.1
Created-By: 1.8.0_275 (Debian)
Export-Package: com.github.luben.zstd;version="1.4.9.1",com.github.luben.zstd.util;version="1.4.9.1"
Implementation-Title: zstd-jni
Implementation-Vendor: com.github.luben
Implementation-Vendor-Id: com.github.luben
Implementation-Version: 1.4.9-1
1.158 pathval 1.1.1

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1.159 avro-ipc 1.9.1

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* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/unpacker/UnpackerStack.java
* /opt/cola/permits/1138552721_1614291037.54/0/msgpack-0-6-6-sources-1-jar/org/msgpack/template/BooleanTemplate.java

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1.164 type 1.2.0

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  cdacb78/test/mocha.js

1.165 map-stream 0.1.0 0.1.0

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1.168 asm-analysis 7.3.1
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 * version.
 */

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jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
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jar/org/objectweb/asm/tree/analysis/Interpreter.java
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* version.
*/

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1.169 jackson-module-paranamer 2.10.5

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1.170 @babel/highlight 7.0.0

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1.171 google-http-client 1.20.0

1.172 de.huxhorn.lilith.data.logging.protobuf 0.9.44

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* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
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* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/OpenSslEngineMap.java
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  jar/io/netty/handler/ssl/OpenSslEngineMap.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ipfilter/UniqueIpFilter.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ipfilter/package-info.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ipfilter/IPFilterRule.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/SniHandler.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/OpenSslX509Certificate.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/SslProvider.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
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* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/flush/package-info.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/OpenSslCertificateException.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
  jar/io/netty/handler/ssl/ReferenceCountedOpenSslServerContext.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
jar/io/netty/handler/ssl/Java8SslUtils.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
jar/io/netty/handler/ssl/DelegatingSslContext.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
jar/io/netty/handler/ssl/ReferenceCountedOpenSslEngine.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-
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* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslSession.java
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* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslKeyMaterial.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
* /opt/cola/permits/1144317995_1615901296.45/0/netty-handler-4-1-42-final-sources-3-jar/io/netty/handler/ssl/DefaultOpenSslKeyMaterial.java

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**1.174 nanoid 1.0.2 1.0.2**

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1.175 drill-jdbc-storage 1.19.0

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  jar/org/HdrHistogram/DoublePercentileIterator.java
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  jar/org/HdrHistogram/ZigZagEncoding.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/AllValuesIterator.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/Base64Helper.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/IntCountsHistogram.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/DoubleLinearIterator.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/PackedConcurrentDoubleHistogram.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/SynchronizedHistogram.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/packedarray/PackedArraySingleWriterRecorder.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
  jar/org/HdrHistogram/Histogram.java
jar/org/HdrHistogram/EncodableHistogram.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
jar/org/HdrHistogram/HistogramLogScanner.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
jar/org/HdrHistogram/packedarray/PackedArrayRecorder.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
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jar/org/HdrHistogram/AbstractHistogram.java
* /opt/cola/permits/1257203437_1642787675.09/0/hdrhistogram-2-1-12-sources-
jar/org/HdrHistogram/DoubleHistogram.java
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package org.HdrHistogram;

final class Version {
    public static final String version="$VERSION$";
    public static final String build_time="$BUILD_TIME$";
}
1.178 netty-tcnative-boringssl-static
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  jar/io/netty/internal/tcnative/SniHostNameMatcher.java
* /opt/cola/permits/1258272134_1643050031.94/0/netty-tcnative-boringssl-static-2-0-26-final-sources-
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1.179 hive-shims 3.1.2
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1.180 drill-jdbc 1.19.0

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1.181 babel-polyfill 6.26.0

1.182 libxcursor 1.1.14-1ubuntu0.16.04.2
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1.185 object.omit 2.0.1

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* /opt/cola/permits/1136447767_1613767069.04/0/javax-inject-2-2-0-b21-sources-2-jar/javax/inject/Named.java
* /opt/cola/permits/1136447767_1613767069.04/0/javax-inject-2-2-0-b21-sources-2-jar/javax/inject/Scope.java
* /opt/cola/permits/1136447767_1613767069.04/0/javax-inject-2-2-0-b21-sources-2-jar/javax/inject/Inject.java

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1.196 unpipe 1.0.0 1.0.0

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1.197 zlib 1.2.1

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version 1.2.1, November 17th, 2003

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Jean-loup Gailly        Mark Adler
jloup@gzip.org          madler@alumni.caltech.edu

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

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1.198 jsreport-assets 1.7.0 1.7.0

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

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* java.sun.security.ssl

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org.apache.tomcat:tomcat-jasper
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org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-jasper-el
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org.eclipse.jetty.toolchain:jetty-schemas

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1.222 async 1.5.2

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1.223 union-value 1.0.1 1.0.1

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1.226 @babel/plugin-transform-duplicate-keys 7.16.0

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1.227 yargs-parser 18.1.3

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 */

/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/BulkWriteBatchCombiner.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/MongoIncompatibleDriverException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/MongoCursorNotFoundException.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/BasicDBObjectFactory.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/client/model/AuthorizationHeader.java

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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/lang/NonNullApi.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/connection/ReadConcernAwareNoOpSessionContext.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/lang/NonNull.java
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* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/internal/operation/ServerVersionHelper.java
* /opt/cola/permits/1202446273_1631568031.75/0/mongodb-driver-core-4-2-3-sources-jar/com/mongodb/lang/package-info.java

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1.231 babel-plugin-transform-es2015-spread

6.22.0 6.22.0

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# This file registers PNG and JPEG codecs.
#
# $Id: org.apache.batik.ext.awt.image.spi.RegistryEntry 1790950 2017-04-11 10:54:26Z ssteiner $
#

org.apache.batik.ext.awt.image.codec.png.PNGRegistryEntry

org.apache.batik.ext.awt.image.codec.imageio.ImageIOPNGRegistryEntry
org.apache.batik.ext.awt.image.codec.imageio.ImageIOTIFFRegistryEntry

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* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/META-INF/services/org.apache.batik.ext.awt.image.spi.RegistryEntry
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#
# $Id: org.apache.batik.ext.awt.image.spi.ImageWriter 1733416 2016-03-03 07:07:13Z gadams $
# ---

# NOTE: the "codec" package is deprecated, there entries are kept here for compatibility with older JVM versions
# (uses "sun.image", which is only supported in Sun Java implementations and was retired in JDK 7)
#org.apache.batik.ext.awt.image.codec.png.PNGImageWriter
org.apache.batik.ext.awt.image.codec.imageio.ImageIOPNGImageWriter
org.apache.batik.ext.awt.image.codec.imageio.ImageIOTIFFImageWriter
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* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/org/apache/batik/ext/awt/image/codec/util/SeekableStream.java
* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/org/apache/batik/ext/awt/image/codec/png/PNGEncodeParam.java
* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/org/apache/batik/ext/awt/image/codec/png/PNGRed.java
* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/org/apache/batik/ext/awt/image/codec/png/PNGDecodeParam.java
* /opt/cola/permits/1146878584_1616835244.27/0/batik-codec-1-13-sources-1-jar/org/apache/batik/ext/awt/image/codec/imageio/ImageIOPNGRegistryEntry.java

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  jar/org/intellij/lang/annotations/Subst.java
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  jar/org/intellij/lang/annotations/JdkConstants.java
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org.eclipse.jetty.toolchain:jetty-schemas

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hadoop-hdfs-project/hadoop-hdfs/src/main/webapps/static/jquery.dataTables.min.js
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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
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Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
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**1.263 ajv 6.10.0 6.10.0**

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1.265 boost 1.60

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HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM.

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

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--- end ---

1.266 repeating 2.0.1 2.0.1

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1.267 optionator 0.8.3
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1.268 javax-inject 2.5.0-b32

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1.270 babel-plugin-proposal-dynamic-import

7.16.0

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1.271 prepend-http 2.0.0

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1.272 babel-plugin-syntax-dynamic-import

6.18.0

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1.273 nan 1.3.0 1.3.0

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1.274 metrics-jvm 4.1.0

1.275 glob 7.1.6
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1.276 babel-helper-remap-async-to-generator

6.24.1 6.24.1

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1.277 jsreport-sample-template 2.6.1

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1.285 asm 5.2

1.286 okio 2.4.3

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1.292 classgraph 4.6.32

1.293 json5 0.5.1 0.5.1
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1.296 lodash.reduce 4.5.0 4.5.0

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1.297 babel-helper-call-delegate 6.24.1 6.24.1

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

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JPython was created in late 1997 by Jim Hugunin. Jim was also the primary developer while he was at CNRI. In February 1999 Barry Warsaw took over as primary developer and released JPython version 1.1.

In October 2000 Barry helped move the software to SourceForge where it was renamed to Jython. Jython 2.0 and 2.1 were developed under the Jython specific license below.

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1.310 dom 1.0
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASObject.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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*/
/**
 * Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If so, this content model should not be used
 * for any purpose other than checking unique particle attribution
 *
 * @return a boolean that says whether this content has been compacted for UPA
 */

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DOM Level 3 LS CR - Experimental.

Create a new <code>LSParser</code>. The newly constructed parser may then be configured by means of its <code>DOMConfiguration</code> object, and used to parse documents by means of its <code>parse</code> method.

@param mode  The <code>mode</code> argument is either
<code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the <code>LSParser</code> that is created will operate in synchronous mode, if it's <code>MODE_ASYNCHRONOUS</code> then the <code>LSParser</code> that is created will operate in asynchronous mode.

@param schemaType  An absolute URI representing the type of the schema language used during the load of a <code>Document</code> using the newly created <code>LSParser</code>. Note that no lexical checking is done on the absolute URI. In order to create a <code>LSParser</code> for any kind of schema types (i.e. the <code>LSParser</code> will be free to use any schema found), use the value <code>null</code>.

<b>Note:</b> For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/'>XML Schema Part 1</a>], applications must use the value <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>], applications must use the value <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages are outside the scope of the W3C and therefore should recommend an absolute URI in order to use this method.

@return  The newly created <code>LSParser</code> object. This <code>LSParser</code> is either synchronous or asynchronous depending on the value of the <code>mode</code> argument.

<b>Note:</b> By default, the newly created <code>LSParser</code> does not contain a <code>DOMErrorHandler</code>, i.e. the value of the "error-handler" configuration parameter is <code>null</code>. However, implementations may provide a default error handler at creation time. In that case, the initial value of the <code>error-handler</code> configuration parameter on the new created <code>LSParser</code> contains a reference to the default error handler.
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
*/

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*/
/**
 * used to check the 3 constraints against each complex type
 * (should be each model group):
 * Unique Particle Attribution, Particle Derivation (Restriction),
 * Element Declarations Consistent.
 */

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
  jar/org/apache/wml/dom/WMLImgElementImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/datatype/SerializedDuration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/io/UTF8Reader.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/InvalidDatatypeValueException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/DOMInputSource.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSNotationDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLAreaElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLBigElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/XMLChar.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLPostfieldElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeepNodeListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/EntityReferenceImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/ProcessingInstructionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLPrevElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DOMXSImplementationSourceImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/IDDatatypeValidator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/grammars/XMLDTDDescription.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/Augmentations.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLVersionDetector.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/grammars/XMLDTDDescription.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/IDDatatypeValidator.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSComplexTypeDefinition.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/dtd/IDDatatypeValidator.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/identity/Field.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/impl/xs/opti/TextImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/wml/WMLOneventElement.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/xni/parser/XMLParseException.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources.jar/org/apache/xerces/jaxp/SAXParserImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/SchemaNamespaceSupport.java

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jar/org/apache/xerces/impl/xs/traversers/XSDKeyrefTraverser.java
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1.312 de.huxhorn.sulky.formatting 0.9.17

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/InstantCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/LocalTimeCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/Jsr310CodecProvider.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/jsr310/LocalDateTimeCodec.java

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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/IdGenerator.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonParseException.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/ConventionObjectIdGeneratorsImpl.java

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jar/org/bson/codecs/BsonDocumentWrapperCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/types/CodeWScope.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/RegularExpression.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonInt32Converter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonTokenType.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonWriterSettings.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonStreamBuffer.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BSONObject.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/StrictJsonWriter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/TypeWithTypeParameters.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/types/Binary.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonNullConverter.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/diagnostics/SLF4JLogger.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/io/BsonOutput.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/package-info.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/pojo/PropertyAccessor.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonDocumentWrapper.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/BsonTypeCodecMap.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/RawBsonArray.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonJavaScript.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/BsonMaximumSizeExceededException.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/SourceCodecRegistrar.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/Encoder.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/internal/Optional.java
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* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/codecs/RawBsonDocumentCodec.java
* /opt/cola/permits/1136447680_1613767071.02/0/bson-3-12-4-sources-2-jar/org/bson/json/JsonReader.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/exception/PauseException.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryFilter.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketAnalyticsConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/metrics/MetricsFilter.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/analytics/AnalyticsPredicateVisitor.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/analytics/AnalyticsS3BucketDestination.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketAnalyticsConfigurationResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/replication/ReplicationAndOperator.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventorySchedule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketInventoryConfigurationResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryS3BucketDestination.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryIncludedObjectVersions.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/analytics/StorageClassAnalysisSchemaVersion.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/metrics/MetricsTagPredicate.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/analytics/AnalyticsFilterPredicate.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/lifecycle/LifecycleFilterPredicate.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/S3CredentialsProviderChain.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/inventory/InventoryDestination.java
*/
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Found in path(s):
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Grantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/transform/XmlResponsesSaxParser.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/S3StringResponseHandler.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/BucketLoggingConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/AccessControlList.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/BucketPolicy.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Grant.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/EmailAddressGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/BucketNotificationConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/TagSet.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Mimetypes.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Bucket.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/TagSet.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/ServiceUtils.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Bucket.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/Mimetypes.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/RepeatableInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/RepeatableFileInputStream.java

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  jar/com/amazonaws/services/s3/waiters/AmazonS3Waiters.java
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  jar/com/amazonaws/services/s3/model/inventory/InventoryEncryption.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/DeleteMarkerReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjects.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/ExistingObjectReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionS3.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SourceSelectionCriteria.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/SetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/inventory/ServerSideEncryptionKMS.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
  jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionRequest.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SseKmsEncryptedObjectsStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/EncryptionConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionRule.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketEncryptionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketEncryptionResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/DeleteMarkerReplication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ExistingObjectReplicationStatus.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ServerSideEncryptionByDefault.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1.11.704-sources-jar/com/amazonaws/services/s3/internal/AbstractRepeatableCipherInputStream.java

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/**
* Synchronous client for accessing Amazon S3.
* 
* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>
* 
* <h2>Introduction</h2>
* <p>
* This appendix summarizes the current crypto related meta information
* associated with an S3 object encrypted using SDK client-side encryption. In
* SDK's terminology, these meta information are classified as "user metadata".
* In general, the meta information is just a map of key/value pairs. Physically
* they are persisted either as metadata of the encrypted S3 object, or as a
* separate S3 object called an "instruction file" (which is just a JSON file in
plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding,
such as <code>AES/CBC/PKCS5Padding</code>, please refer to Oracle's<a href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html">Java Cryptography Architecture Standard Algorithm Name Documentation</a> for more details.

<h2>S3 metadata vs instruction file</h2>

Note when a key/value pair is stored as "user metadata" as part of the S3 metadata, the SDK always adds an additional prefix of <code>x-amz-meta-</code> to the key name. In contrast, the SDK doesn't add any prefix when the key names are stored in an instruction file. (The reason has to do with how the http headers are handled.)

For example, <code>x-amz-key</code> would get stored as <code>x-amz-meta-x-amz-key</code> in S3 metadata. In contrast, <code>x-amz-key</code> would simply be stored as is (ie without the prefix) in an instruction file.

All the keys described below are considered "user metadata" by the SDK.

<h2>S3 v1 crypto meta information (supported by all SDK's)</h2>

For non-KMS client side encryption, this v1 crypto meta information is used to support the "Encryption Only" crypto mode (which involves the use of <code>AES/CBC/PKCS5Padding</code> for content encryption, and <code>AES/ECB</code> for encrypting the one-time randomly generated data key). For KMS client-side encryption, the v2 crypto meta information is used.

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<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;b&gt;x-amz-key&lt;/b&gt;</td>
<td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek is randomly generated per S3 object, and is always an AES 256-bit key. The corresponding cipher is always &quot;AES/CBC/PKCS5Padding&quot;.</td>
</tr>
<tr>
<td>&lt;b&gt;x-amz-iv&lt;/b&gt;</td>
<td>Randomly generated IV (per S3 object), base64 encoded</td>
</tr>
<tr>
<td>&lt;b&gt;x-amz-matdesc&lt;/b&gt;</td>
<td>Customer provided material description in JSON (UTF8) format. Used to identify the client-side master key (ie used to encrypt/unwrap the generated content encrypting key).</td>
</tr>
</tbody>
</table>
This v2 crypto meta information is used to support both authenticated encryption (which involves the use of <code>AES/GCM/NoPadding</code> for key encryption, and key wrapping for the one-time randomly generated data key), and KMS client-side encryption (which can either be encryption-only or authenticated encryption.)

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

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key-v2</td>
<td>CEK in key wrapped form. This is necessary so that the S3 encryption client that doesn't recognize the v2 format will not mistakenly decrypt S3 object encrypted in v2 format.</td>
</tr>
<tr>
<td>x-amz-iv</td>
<td>Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)</td>
</tr>
<tr>
<td>x-amz-matdesc</td>
<td>Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.</td>
</tr>
<tr>
<td>x-amz-unencrypted-content-length</td>
<td>Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)</td>
</tr>
<tr>
<td><strong>x-amz-wrap-alg</strong></td>
<td>Key wrapping algorithm used.</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>Supported values:</td>
<td>No standard key wrapping is used if this meta information is absent</td>
</tr>
<tr>
<td>&quot;AESWrap&quot;, &quot;RSA/ECB/OAEPWithSHA-256AndMGF1Padding&quot;, &quot;kms&quot;</td>
<td>Always set to &quot;kms&quot; if KMS is used for client-side encryption</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>x-amz-cek-alg</strong></th>
<th>Content encryption algorithm used.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supported values:</td>
<td>Default to &quot;AES/CBC/PKCS5Padding&quot; if this key is absent.</td>
</tr>
<tr>
<td>&quot;AES/GCM/NoPadding&quot;, &quot;AES/CBC/PKCS5Padding&quot;</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>x-amz-tag-len</strong></th>
<th>Tag length (in bits) when AEAD is in use.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supported value:</td>
<td>Only applicable if AEAD is in use. This meta information is absent otherwise, or if KMS is in use.</td>
</tr>
<tr>
<td>&quot;128&quot;</td>
<td></td>
</tr>
</tbody>
</table>

---

<h3>KMS Integration for client-side encryption</h3>

All client-side KMS protected S3 objects are stored in v2 crypto meta information format. However, the key wrapping algorithm, <b>x-amz-wrap-alg</b> is always set to <b>"kms"</b>. The KMS Customer Master Key ID is currently stored as part of the material description, <b>x-amz-matdesc</b>, under the key-name <b>"kms_cmk_id"</b>. Sample S3 crypto meta information for KMS client-side encryption:

```
x-amz-meta-x-amz-key-v2:
```
The following key is always included as part of the S3 metadata of the instruction file (which is just an S3 object). Since the SDK treats this key as "user metadata", the key name is always prefixed with `<b>x-amz-meta-</b>` when physically stored.

* `<tr align="left">`<br>`<th>key</th>`<br>`<th>description</th>  
* `<td>`<br>`x-amz-crypto-instr-file`<br>`</td>`

* `</table>`

* `<h2>S3 metadata of an instruction file</h2>`

* `<p>`

* `<table border=1>`
  * `<tr align="left">`<br>`<th>key</th>`<br>`<th>description</th>  
  * `<td>`<br>`x-amz-crypto-instr-file`<br>`</td>`

* `</table>`
Found in path(s):
  */opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/package-info.java
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  */opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java
  */opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/crypto/KMSSecuredCEK.java
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*/
/**
/**
* Gets the optional <code>versionIdMarker</code> parameter indicating where in the
* sorted list of all versions in the specified bucket to begin returning
* results. Results are always ordered first lexicographically (i.e.
* alphabetically) and then from most recent version to least recent
* version.
* <p>
* A key marker must be specified when specifying a <code>versionIdMarker</code>,
* Results begin immediately after the version with the specified key and
* @return The optional <code>versionIdMarker</code> parameter indicating where in the sorted list of all versions in the specified bucket to begin returning results.

* @see ListVersionsRequest#setVersionIdMarker(String)
* @see ListVersionsRequest#withVersionIdMarker(String)
*/

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/AmazonS3ClientParamsWrapper.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/transfer/TransferManagerParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/Tier.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/BucketWebsiteConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/DeleteBucketLifecycleConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/RoutingRuleCondition.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectTaggingResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectTaggingRequest.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectTagging.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/Tag.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/S3AccelerateUnsupported.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/Tag.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectTagging.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/AbortIncompleteMultipartUpload.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/S3VersionSummary.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/SetBucketLifecycleConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectListing.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/MultiFactorAuthentication.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/BucketVersioningConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/DeleteVersionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/SetBucketTaggingConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/SetBucketLoggingConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GroupGrantee.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/package-info.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/Permission.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/SetBucketCrossOriginConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/S3ObjectSummary.java

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// The Amazon S3 DevPay token header is a special exception and can be safely moved

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jar/com/amazonaws/services/s3/model/transform/RequestPaymentConfigurationXmlFactory.java
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jar/com/amazonaws/services/s3/model/RestoreObjectRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/auth/policy/resources/S3ObjectResource.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/transfer/model/CopyResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GeneratePresignedUrlRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/internal/SSEResultBase.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/AmazonS3Exception.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/S3AccessPointResource.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/UploadContext.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/MultipartUpload.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/UploadContext.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/DownloadMonitor.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/MultipleFileUpload.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/MultipleFileDownload.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/MultipleFileUploadImpl.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileTransfer.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/transfer/internal/Multipla
jar/com/amazonaws/services/s3/model/S3ObjectInputStream.java
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jar/com/amazonaws/services/s3/internal/eventstreaming/Utils.java
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jar/com/amazonaws/services/s3/internal/eventstreaming/HeaderValue.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/eventstreaming/Header.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/eventstreaming/Checksums.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/eventstreaming/HeaderType.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/eventstreaming/Prelude.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/internal/eventstreaming/Message.java

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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/ObjectLockRetentionXmlFactory.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SelectRecordsInputStream.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Progress.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/Stats.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PresignedUrlDownloadConfig.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetObjectLegalHoldResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ObjectLockRetentionMode.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PresignedUrlDownloadResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ObjectLockRetention.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/PresignedUrlUploadResult.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/GetObjectRetentionRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/ObjectLockRetention.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/ObjectLockRetentionMode.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/ObjectLockRetention.java
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- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockRule.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectLockConfigurationResult.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockEnabled.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockMode.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectLegalHoldRequest.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockLegalHold.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/CompressionType.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockConfiguration.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/DefaultRetention.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockConfiguration.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ParquetInput.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockRule.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectLockConfigurationResult.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockEnabled.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockMode.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectLegalHoldRequest.java
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- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/GetObjectLegalHoldRequest.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/ObjectLockLegalHold.java
- /opt/cola/permits/1137154767_1614023256.44/aws-java-sdk-s3-1-11-704-sources.jar/com/amazonaws/services/s3/model/DefaultRetention.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
jar/com/amazonaws/services/s3/model/SelectObjectContentEvent.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-
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jar/com/amazonaws/services/s3/transfer/PresignedUrlDownload.java
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jar/com/amazonaws/services/s3/model/BucketAccelerateConfiguration.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/transform/FilterStaxUnmarshaller.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/LambdaConfiguration.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/SetBucketAccelerateConfigurationRequest.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AbstractAmazonS3.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/model/BucketReplicationConfiguration.java
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* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientBuilder.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParams.java
* /opt/cola/permits/1137154767_1614023256.44/0/aws-java-sdk-s3-1-11-704-sources-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParamsWrapper.java

1.316 hadoop-mapreduce-client-jobclient

3.2.2

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 */

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

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

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bootstrap v3.3.6
broccoli-asset-rev v2.4.2
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datatables v1.10.8
em-helpers v0.5.13
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 * Instead, they must use the {@link #RecordComponentNode(int, int, String, String, String)}
 * version.
 * @param access the record component access flags (see {@link org.objectweb.asm.Opcodes}). The
 *     only valid value is {@link Opcodes#ACC_DEPRECATED}.
 * @param name the record component name.
 * @param descriptor the record component descriptor (see {@link org.objectweb.asm.Type}).
 * @param signature the record component signature.
 * @throws IllegalStateException If a subclass calls this constructor.
 * @deprecated this API is experimental.
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* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/ISOLanguageCode.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/Ubuntu.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/Ubuntu-18.10-tests.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/CPUPerTypes.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/AmazonDevices.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/RobotBaseRules.yaml
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/UserAgents/AndroidDeviceOverrides.yaml

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* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/META-INF/maven/nl.basjes.parse.useragent/yauaa/pom.xml
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* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/debug/FlattenPrinter.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/UserAgent.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/annotate/UserAgentAnnotationMapper.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/analyze/treewalker/steps/walk/StepUp.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/analyze/treewalker/steps/walk/StepDown.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/analyze/treewalker/steps/walk/InvalidParserConfigurationException.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/calculate/ConcatNONDuplicatedCalculator.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/debug/DebugUserAgent.java
* /opt/cola/permits/1202446250_1631568086.76/0/yauaa-5-20-sources-jar/nl/basjes/parse/useragent/calculate/CalculateDeviceBrand.java
1.337 boolbase 1.0.0 1.0.0

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1.338 @babel/helper-builder-binary-assignment-operator-visitor 7.16.0

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1.339 depd 1.1.1 1.1.1
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1.340 eclipse-egit-github-core 2.1.5
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 *
 * Contributors:
 * Kevin Sawicki (GitHub Inc.) - initial API and implementation
 */

package org.eclipse.egit.github.core;

import java.io.Serializable;
public class Contributor implements Serializable {

    /** serialVersionUID */
    private static final long serialVersionUID = -8434028880839230626L;

    /**
     * Anonymous contributor type value
     */
    public static final String TYPE_ANONYMOUS = "Anonymous"; //NON-NLS-1$

    private int contributions;
    private int id;
    private String avatarUrl;
    private String login;
    private String name;
    private String type;
    private String url;

    /**
     * @return contributions
     */
    public int getContributions() {
        return contributions;
    }

    /**
     * @param contributions
     * @return this contributor
     */
    public Contributor setContributions(int contributions) {
        this.contributions = contributions;
        return this;
    }

    /**
     * @return id
     */
    public int getId() {
        return id;
    }
public Contributor setId(int id) {
    this.id = id;
    return this;
}

public String getAvatarUrl() {
    return avatarUrl;
}

public Contributor setAvatarUrl(String avatarUrl) {
    this.avatarUrl = avatarUrl;
    return this;
}

public String getLogin() {
    return login;
}

public Contributor setLogin(String login) {
    this.login = login;
    return this;
}

public String getName() {
    return name;
}
/**
 * @param name
 * @return this contributor
 */
public Contributor setName(String name) {
    this.name = name;
    return this;
}

/**
 * @return type
 */
public String getType() {
    return type;
}

/**
 * @param type
 * @return this contributor
 */
public Contributor setType(String type) {
    this.type = type;
    return this;
}

/**
 * @return url
 */
public String getUrl() {
    return url;
}

/**
 * @param url
 * @return this contributor
 */
public Contributor setUrl(String url) {
    this.url = url;
    return this;
}
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**1.342 de.huxhorn.lilith.logback.appender.multiplex-core 0.9.44**

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1.343 body-parser 1.18.2 1.18.2

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1.344 @babel/runtime 7.12.1 7.12.1

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1.345 debug 3.2.6 3.2.6

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1.346 escape-string-regexp 1.0.5 1.0.5

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1.347 generate-object-property 1.2.0

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1.348 intl-messageformat-parser 1.4.0 1.4.0
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1.349 is-fullwidth-code-point 2.0.0 2.0.0

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1.352 use-isomorphic-layout-effect 1.1.1 1.1.1

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1.354 require_optional 1.0.1 1.0.1

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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/eventbus/DeadEvent.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/ImmutableSortedSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/util/concurrent/SerializingExecutor.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/Ints.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/StandardRowSortedTable.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/Shorts.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/primitives/Booleans.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/EmptyImmutableBiMap.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/EmptyImmutableListMultimap.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/Table.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/Collections2.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/FluentIterable.java
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 *
 * As of 2010/06/11, this method is identical to the (package private) hash
 * method in OpenJDK 7's java.util.HashMap class.
 */

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  jar/jersey/repackaged/com/google/common/collection/AbstractRangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/Count.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/GeneralRange.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/primitives/UnsignedLongs.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/ImmutableSortedMultisetFauxversionShim.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/primitives/ParseRequest.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/ImmutableSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/SortedIterable.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
  jar/jersey/repackaged/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ImmutableEnumMap.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/FilteredEntrySetMultimap.java
* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/TreeTraverser.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/reflect/ArrayType.java
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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collect/ForwardingBlockingDeque.java

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* /opt/cola/permits/1136113812_1613679412.19/0/jersey-guava-2-25-1-sources-4-jar/jersey/repackaged/com/google/common/collection/AbstractNavigableMap.java
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<p>&lt;script&gt;&lt;!--&lt;![CDATA[// &gt;&lt;!--

function myFunction() {
  var x;
  if (confirm("Disclaimer: While the OSI acknowledges these as potentially helpful resources for the community, it does not endorse any content, contributors or license interpretations from these websites. Any links to these resources across opensource.org are solely for navigational purposes. The OSI does not promote or exclusively favor any of the mentioned resources, but instead provides them as separate third-party resource to help inform your opinion. Any content from or links to these resources are separate from the OSI, exist for purely informational

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about how licenses apply to you or your organization, you should seek legal advice. ") == true) {
  x = "&lt;br&gt;&lt;p&gt;The following are other community resources that may be helpful:&lt;br&gt;&lt;br&gt;&lt;a href=https://tldrlegal.com/license/common-development-and-distribution-license-%28cddl-1.0%29-explained style='font-weight: bold;'>Common Development and Distribution License (CDDL-1.0) on TLDRLegal&lt;br&gt;&lt;a href=http://www.gnu.org/licenses/license-list.en.html&gt;GNU License List&lt;br&gt;&lt;a href=https://en.wikipedia.org/wiki/Comparison_of_free_and_open-source_software_licenses&gt;Wikipedia License List&lt;br&gt;&lt;a href=http://oss-watch.ac.uk/apps/licdiff/&gt;OSSWatch License Diff&lt;br&gt;&lt;a href=choosealicense.com&gt;Choosealicense";
} else {
  x = " ";
}
document.getElementById("demo").innerHTML = x;
}

//--&gt;&lt;!!!&gt;
&lt;/script&gt;&lt;/div&gt;

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

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

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

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1.392 opentype-js 1.1.0 1.1.0

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1.395 mime 2.4.6 2.4.6

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1.396 jsreport-chrome-pdf 1.10.0
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1.397 oas-resolver 2.5.4 2.5.4

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1.400 d-bus 1.10.6-1ubuntu3.5

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1.408 rimraf 3.0.2 3.0.2
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1.412 @babel/plugin-transform-arrow-functions 7.16.0

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1.413 to-fast-properties 1.0.3 1.0.3

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1.414 fast-json-stable-stringify 2.1.0 2.1.0

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not-a-legal-formal-parameter-tuple.scala:2: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `{ case (a, b) => ... }
val x: ((Int, Int) => Int) = (((a, b)) => a)
^}
not-a-legal-formal-parameter-tuple.scala:3: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple2,
   or consider a pattern matching anonymous function: `{ case (param1, param2) => ... }
val y: ((Int, Int, Int) => Int) = (((a, !!)) => a)
^}
not-a-legal-formal-parameter-tuple.scala:4: error: not a legal formal parameter.
Note: Tuples cannot be directly destructured in method or function parameters.
   Either create a single parameter accepting the Tuple3,
   or consider a pattern matching anonymous function: `{ case (param1, ..., param3) => ... }
val z: ((Int, Int, Int) => Int) = (((a, NotAPatternVariableName, c)) => a)
^}
three errors found
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1.425 map-age-cleaner 0.1.3 0.1.3

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1.430 kerb-admin 1.0.0

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* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/pool/HikariPoolMXBean.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/hibernate/HikariConnectionProvider.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/hibernate/HikariConfigurationUtil.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/pool/ProxyCallableStatement.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/util/UtilityElf.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/metrics/prometheus/PrometheusMetricsTracker.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/util/PropertyElf.java
* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/HikariConfigMXBean.java

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* /opt/cola/permits/1257346932_1642803438.49/0/hikaricp-3-4-2-sources-jar/com/zaxxer/hikari/metrics/IMetricsTracker.java

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1.440 xmlhttprequest-ssl 1.5.5 1.5.5

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1.441 amqplib 0.5.6 0.5.6

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1.442 es6-set 0.1.5
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1.443 @babel/plugin-transform-modules-amd
7.16.0
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```

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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/GroovyDocTemplateEngine.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyRootDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/GroovyDocParser.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/GroovyRootDocBuilder.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/LinkArgument.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyAbstractableElementDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/ExternalGroovyClassDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyConstructorDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
  jar/org/codehaus/groovy/tools/groovydoc/File_OutputTool.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-
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* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/SimpleGroovyClassDoc.java
* /opt/cola/permits/1218304752_1634925093.2/0/groovy-groovydoc-3-0-8-sources-jar/org/codehaus/groovy/tools/groovydoc/gstringTemplates/topLevel/stylesheet.css

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1.446 drill-format-excel 1.19.0
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1.447 recompose 0.30.0 0.30.0

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1.448 core-js 2.6.11

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1.449 restore-cursor 1.0.1

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1.450 babel-helper-compilation-targets 7.16.3

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1.451 toposort 2.0.2 2.0.2

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

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

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

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* java.sun.security.ssl

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org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-impl

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

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

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1.469 chokidar 3.3.1 3.3.1

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1.471 babel-plugin-transform-strict-mode

6.24.1 6.24.1

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1.507 esri-geometry-api 2.2.0

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jar/com/esri/core/geometry/OperatorSimplify.java
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jar/com/esri/core/geometry/MultiPathImpl.java
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/IndexHashTable.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/GeometrySerializer.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/OperatorBoundaryLocalCursor.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/OperatorIntersectionLocal.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/QuadTreeImpl.java

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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/Geometry/Point2D.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/Geometry/Envelope2D.java
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* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/geometry/SpatialReference.java
* /opt/ws_local/PERMITS_SQL/1066571557_1593680380.14/0/esri-geometry-api-2-2-0-sources-jar/com/esri/core/GeometryEngine.java
1.508 es6-promise 3.3.1 3.3.1
1.508.1 Available under license:

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1.509 streamifier 0.1.1 0.1.1
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1.510 strip-ansi 4.0.0 4.0.0
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1.511 @babel/plugin-transform-unicode-regex 7.16.0
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1.512 json-path 0.11.2 0.11.2

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* /opt/cola/permits/1137746303_1614121688.86/0/twill-core-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/kafka/client/IntegerEncoder.java
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* /opt/cola/permits/1137746303_1614121688.86/0/twill-core-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/json/LogEntryDecoder.java
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* /opt/cola/permits/1137746303_1614121688.86/0/twill-core-0-6-0-incubating-sources-2-jar/org/apache/twill/internal/json/TwillSpecificationAdapter.java
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1.514 atk 2.18.0 1

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

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

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

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c) If distribution of the work is made by offering access to copy
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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  jar/com/amazonaws/services/s3/model/DeleteBucketRequest.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/CopyPartRequest.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/CopyPartResult.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/ObjectExpirationResult.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/MultiObjectDeleteException.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/TransferMonitor.java

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// The Amazon S3 DevPay token header is a special exception and can be safely moved

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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/KeyFilter.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParamsWrapper.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParams.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/KeyFilter.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/AmazonS3EncryptionClientParamsWrapper.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/model/Owner.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/internal/GetObjectTaggingResponseHeaderHandler.java

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  jar/com/amazonaws/services/s3/transfer/internal/DownloadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
  jar/com/amazonaws/services/s3/iterable/S3Versions.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/DownloadMonitor.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileUploadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileDownloadImpl.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/internal/MultipleFileTransferMonitor.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/transfer/MultipleFileDownload.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/waiters/HeadObjectFunction.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/internal/eventstreaming/MessageDecoder.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/JSONOutput.java
* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/SelectRecordsInputStream.java
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* /opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/JSONInput.java

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/**
 * Gets the optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin returning
 * results. Results are always ordered first lexicographically (i.e.
 * alphabetically) and then from most recent version to least recent
 * version.
 * <p>
 * A key marker must be specified when specifying a <code>versionIdMarker</code>. Results begin immediately after the version with the specified key and
 * version ID.
 * </p>
 *
 * @return The optional <code>versionIdMarker</code> parameter indicating where in the
 * sorted list of all versions in the specified bucket to begin
 * returning results.
 * @see ListVersionsRequest#setVersionIdMarker(String)
 * @see ListVersionsRequest#withVersionIdMarker(String)
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* Synchronous client for accessing Amazon S3.

* <h1>Appendix: Amazon S3 client-side encryption meta information</h1>

* <h2>Introduction</h2>

* This appendix summarizes the current crypto related meta information
* associated with an S3 object encrypted using SDK client-side encryption. In
* SDK's terminology, these meta information are classified as "user metadata".
* In general, the meta information is just a map of key/value pairs. Physically
* they are persisted either as metadata of the encrypted S3 object, or as a
* separate S3 object called an "instruction file" (which is just a JSON file in
* plaintext.) For all references to the Cipher Algorithm Names, Modes, and Padding,
* such as <code>"AES/CBC/PKCS5Padding"</code>, please refer to Oracle's <a href="http://docs.oracle.com/javase/7/docs/technotes/guides/security/StandardNames.html" >Java&trade; Cryptography Architecture Standard Algorithm Name Documentation</a>
* for more details.

* <h2>S3 metadata vs instruction file</h2>

* Note when a key/value pair is stored as "user metadata" as part of the S3
* metadata, the SDK always adds an additional prefix of <b>x-amz-meta-</b> to
* the key name. In contrast, the SDK doesn't add any prefix when the key names
* are stored in an instruction file. (The reason has to do with how the http
* headers are handled.)

* For example, <b>x-amz-key</b> would get stored as <b>x-amz-meta-x-amz-key</b>
* in S3 metadata. In contrast, <b>x-amz-key</b> would simply be stored as is
* (ie without the prefix) in an instruction file.

* All the keys described below are considered "user metadata" by the SDK.

* <h2>S3 v1 crypto meta information (supported by all SDK's)</h2>

* For non-KMS client side encryption, this v1 crypto meta information is used
* to support the "Encryption Only" crypto mode (which involves the use of
* <code>AES/CBC/PKCS5Padding</code> for content encryption, and
* <code>AES/ECB</code> for encrypting the one-time randomly generated data
* key). For KMS client-side encryption, the v2 crypto meta information is used.
<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>x-amz-key</td>
<td>Content encrypting key (cek) in encrypted form, base64 encoded. The cek is randomly generated per S3 object, and is always an AES 256-bit key. The corresponding cipher is always “AES/CBC/PKCS5Padding”.</td>
</tr>
<tr>
<td>x-amz-iv</td>
<td>Randomly generated IV (per S3 object), base64 encoded</td>
</tr>
<tr>
<td>x-amz-matdesc</td>
<td>Customer provided material description in JSON (UTF8) format. Used to identify the client-side master key (ie used to encrypt/wrap the generated content encrypting key).</td>
</tr>
<tr>
<td>x-amz-unencrypted-content-length</td>
<td>Unencrypted content length (optional but should be specified whenever possible).</td>
</tr>
</tbody>
</table>

*S3 v2 crypto meta information (currently supported by the Java SDK)*

- **x-amz-key-v2**: CEK in key wrapped form. This is necessary so that the S3 encryption client that doesn't recognize the v2 format will not mistakenly decrypt S3 object encrypted in v2 format.
* <td><b>x-amz-iv</b></td>
* <td>Randomly generated IV (per S3 object), base64 encoded. (Same as v1.)</td>
* </tr>
* <tr>
* <td><b>x-amz-matdesc</b></td>
* <td>Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.</td>
* </tr>
* <tr>
* <td><code>x-amz-matdesc</code></td>
* <td>Customer provided material description in JSON format. (Same as v1). Used to identify the client-side master key.</td>
* <ul>
* <li>For KMS client side encryption, the KMS Customer Master Key ID is stored as part of the material description, <b>x-amz-matdesc</b>, under the key-name <code>kms_cmk_id</code>.</li>
* </ul>
* </tr>
* <tr>
* <td><b>x-amz-unencrypted-content-length</b></td>
* <td>Unencrypted content length. (optional but should be specified whenever possible. Same as v1.)</td>
* </tr>
* <tr>
* <td><b>x-amz-wrap-alg</b></td>
* <td>Key wrapping algorithm used.
* <ul>
* <li>Supported values: "AESWrap", "RSA/ECB/OAEPMWithSHA-256AndMGF1Padding", "kms".</li>
* <li>No standard key wrapping is used if this meta information is absent.</li>
* <li>Always set to <b>kms"</b> if KMS is used for client-side encryption.</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-cek-alg</b></td>
* <td>Content encryption algorithm used.
* <ul>
* <li>Supported values: "AES/GCM/NoPadding", "AES/CBC/PKCS5Padding".</li>
* <li>Default to "AES/CBC/PKCS5Padding" if this key is absent.</li>
* </ul>
* </td>
* </tr>
* <tr>
* <td><b>x-amz-tag-len</b></td>
* <td>Tag length (in bits) when AEAD is in use.
* <ul>
* <li>Only applicable if AEAD is in use. This meta information is absent otherwise, or if KMS is in use.</li>
* <li>Supported value: "128".</li>
* </ul>
<h3>KMS Integration for client-side encryption</h3>

All client-side KMS protected S3 objects are stored in v2 crypto meta information format. However, the key wrapping algorithm, <b>x-amz-wrap-alg</b> is always set to "kms".<br>

The KMS Customer Master Key ID is currently stored as part of the material description, <b>x-amz-matdesc</b>, under the key-name "kms_cmk_id".<br>

### Sample S3 crypto meta information for KMS client-side encryption

**CryptoMode: Encryption Only**

```
x-amz-meta-x-amz-key-v2: CiAJ2GqwpJRnt4izujuwoaLC2YdNRNSMEslG5rw3pEI+J8hKnaAQEBAwB4CdhqsKSuZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpiIiAAAB+BhewGCSqGSlb3DQEHBqBvMG0CAQAwaAYJKoZIhvNAQcBBMvBGCWCGSAlIAwqQBLjARBAYtD0rzn3KHiWiXwDVcCARCAOwhZ6x8rob3Z0mN3uxKFieHKYyIC/PK1chALvG1oVLnf68mCJZNpTJxwMkKkDocVj3Z1GjZTufFsOH
x-amz-iv: xqOHh+M6y0UogwG5SHJM3Q==
x-amz-cek-alg: AES/CBC/PKCS5Padding
x-amz-wrap-alg: kms
x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c-e89742EC6A26"}
```

**CryptoMode: Authenticated Encryption**

```
x-amz-key-v2: CiAJ2GqwpJRnt4izujuwoaLC2YdNRNSMEslG5rw3pEI+J8hKnaAQEBAwB4CdhqsKSuZ7eIs7o8KGpQtmHTUTUjBLJRua8N6RCpiIiAAAB+BhewGCSqGSlb3DQEHBqBvMG0CAQAwaAYJKoZIhvNAQcBBMvBGCWCGSAlIAwqQBLjARBAYtFVvYw4l6QmwcPK1ECARCAO1VzoM6KxA9DHYNMm/BEbbje2vLA7IY7f9OkUoSqrdxgKxpNID9QaL/7928m1Djld0bJlHeJfmm89C
x-amz-iv: VZBksyij6DhrUMYe
x-amz-unencrypted-content-length: 32768
x-amz-cek-alg: AES/GCM/NoPadding
x-amz-wrap-alg: kms
x-amz-matdesc: {"kms_cmk_id":"d3fd2273-4ca0-4da5-b1c2-c-e89742EC6A26"}
x-amz-tag-len: 128
```

---

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The following key is always included as part of the S3 metadata of the instruction file (which is just an S3 object). Since the SDK treats this key as "user metadata", the key name is always prefixed with `<b>x-amz-meta-</b>` when physically stored.

<table>
<thead>
<tr>
<th>key</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>&lt;b&gt;x-amz-crypto-instr-file&lt;/b&gt;</code></td>
<td>the presence of this key is used to indicate this S3 object is an instruction file (of an associated client-side encrypted S3 object).</td>
</tr>
</tbody>
</table>

Found in path(s):
* `/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/package-info.java`
* `/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/S3Object.java`
* Found in path(s):
  * `/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/package-info.java`
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*/

Found in path(s):
* `/opt/cola/permits/1180370208_1626285830.02/0/aws-java-sdk-s3-1-11-375-sources-1-jar/com/amazonaws/services/s3/model/S3Object.java`
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

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

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Oracle OpenJDK

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

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html
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org.ow2.asm:asm-commons
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1.526 @babel/plugin-transform-object-super

7.16.0

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1.529 qt 5.7.0

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THE BASIC LIBRARY FUNCTIONS
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3.1.0 / 2017-09-26
==================

* Add `DEBUG_HIDE_DATE` env var (#486)
* Remove ReDoS regexp in %o formatter (#504)
* Remove `component` from package.json
* Remove `component.json`
* Ignore package-lock.json
* Examples: fix colors printout
* Fix: browser detection
* Fix: spelling mistake (#496, @EdwardBetts)

3.0.1 / 2017-08-24
==================

* Fix: Disable colors in Edge and Internet Explorer (#489)

3.0.0 / 2017-08-08
==================

* Breaking: Remove DEBUG_FD (#406)
* Breaking: Use `Date#toISOString()` instead to `Date#toUTCString()` when output is not a TTY (#418)
* Breaking: Make millisecond timer namespace specific and allow 'always enabled' output (#408)
* Addition: document `enabled` flag (#465)
* Addition: add 256 colors mode (#481)
* Addition: `enabled()` updates existing debug instances, add `destroy()` function (#440)
* Update: component: update "ms" to v2.0.0
* Update: separate the Node and Browser tests in Travis-CI
* Update: refactor Readme, fixed documentation, added "Namespace Colors" section, redid screenshots
* Update: separate Node.js and web browser examples for organization
* Update: update "browserify" to v14.4.0
* Fix: fix Readme typo (#473)

2.6.9 / 2017-09-22

* remove ReDoS regexp in %o formatter (#504)

2.6.8 / 2017-05-18

* Fix: Check for undefined on browser globals (#462, @marbemac)

2.6.7 / 2017-05-16

* Fix: Update ms to 2.0.0 to fix regular expression denial of service vulnerability (#458, @hubdotcom)
* Fix: Inline extend function in node implementation (#452, @dougwilson)
* Docs: Fix typo (#455, @msasad)

2.6.5 / 2017-04-27

* Fix: null reference check on window.documentElement.style.WebkitAppearance (#447, @thebigredgeek)
* Misc: clean up browser reference checks (#447, @thebigredgeek)
* Misc: add npm-debug.log to .gitignore (@thebigredgeek)

2.6.4 / 2017-04-20

* Fix: bug that would occur if process.env.DEBUG is a non-string value. (#444, @LucianBuzzo)
* Chore: ignore bower.json in npm installations. (#437, @joaovieira)
* Misc: update "ms" to v0.7.3 (@tootallnate)

2.6.3 / 2017-03-13

* Fix: Electron reference to `process.env.DEBUG` (#431, @paulcbetts)
* Docs: Changelog fix (@thebigredgeek)
2.6.2 / 2017-03-10
==================
* Fix: DEBUG_MAX_ARRAY_LENGTH (#420, @slavaGanzin)
* Docs: Add backers and sponsors from Open Collective (#422, @piamancini)
* Docs: Add Slackin invite badge (@tootallnate)

2.6.1 / 2017-02-10
==================
* Fix: Module's `export default` syntax fix for IE8 "Expected identifier" error
* Fix: Whitelist DEBUG_FD for values 1 and 2 only (#415, @pi0)
* Fix: IE8 "Expected identifier" error (#414, @vgoma)
* Fix: Namespaces would not disable once enabled (#409, @musikov)

2.6.0 / 2016-12-28
==================
* Fix: added better null pointer checks for browser useColors (@thebigredgeek)
* Improvement: removed explicit `window.debug` export (#404, @tootallnate)
* Improvement: deprecated `DEBUG_FD` environment variable (#405, @tootallnate)

2.5.2 / 2016-12-25
==================
* Fix: reference error on window within webworkers (#393, @KlausTrainer)
* Docs: fixed README typo (#391, @lurch)
* Docs: added notice about v3 api discussion (@thebigredgeek)

2.5.1 / 2016-12-20
==================
* Fix: babel-core compatibility

2.5.0 / 2016-12-20
==================
* Fix: wrong reference in bower file (@thebigredgeek)
* Fix: webworker compatibility (@thebigredgeek)
* Fix: output formatting issue (#388, @kribblo)
* Fix: babel-loader compatibility (#383, @escwald)
* Misc: removed built asset from repo and publications (@thebigredgeek)
* Misc: moved source files to /src (#378, @yamikuronue)
* Test: added karma integration and replaced babel with browserify for browser tests (#378, @yamikuronue)
* Test: coveralls integration (#378, @yamikuronue)
* Docs: simplified language in the opening paragraph (#373, @yamikuronue)

2.4.5 / 2016-12-17
* Fix: `navigator` undefined in Rhino (#376, @jochenberger)
* Fix: custom log function (#379, @hsiliev)
* Improvement: bit of cleanup + linting fixes (@thebigredgeek)
* Improvement: rm non-maintained `dist/` dir (#375, @freewil)
* Docs: simplified language in the opening paragraph. (#373, @yamikuronue)

2.4.4 / 2016-12-14

* Fix: work around debug being loaded in preload scripts for electron (#368, @paulcbetts)

2.4.3 / 2016-12-14

* Fix: navigation.userAgent error for react native (#364, @escwald)

2.4.2 / 2016-12-14

* Fix: browser colors (#367, @tootallnate)
* Misc: travis ci integration (@thebigredgeek)
* Misc: added linting and testing boilerplate with sanity check (@thebigredgeek)

2.4.1 / 2016-12-13

* Fix: typo that broke the package (#356)

2.4.0 / 2016-12-13

* Fix: bower.json references unbulit src entry point (#342, @justmatt)
* Fix: revert "handle regex special characters" (@tootallnate)
* Feature: configurable util.inspect()`options for NodeJS (#327, @tootallnate)
* Feature: %O´(big O) pretty-prints objects (#322, @tootallnate)
* Improvement: allow colors in workers (#335, @botverse)
* Improvement: use same color for same namespace. (#338, @lchenay)

2.3.3 / 2016-11-09

* Fix: Catch `JSON.stringify()` errors (#195, Jovan Alleyne)
* Fix: Returning `localStorage` saved values (#331, Levi Thomason)
* Improvement: Don't create an empty object when no `process` (Nathan Rajlich)

2.3.2 / 2016-11-09
* Fix: be super-safe in index.js as well (@TooTallNate)
* Fix: should check whether process exists (Tom Newby)

2.3.1 / 2016-11-09
=================================

* Fix: Added electron compatibility (#324, @paulcbetts)
* Improvement: Added performance optimizations (@tootallnate)
* Readme: Corrected PowerShell environment variable example (#252, @gimre)
* Misc: Removed yarn lock file from source control (#321, @fengmk2)

2.3.0 / 2016-11-07
=================================

* Fix: Consistent placement of ms diff at end of output (#215, @gorangajic)
* Fix: Escaping of regex special characters in namespace strings (#250, @zacronos)
* Fix: Fixed bug causing crash on react-native (#282, @vkarpov15)
* Feature: Enabled ES6+ compatible import via default export (#212 @bucaran)
* Feature: Added %O formatter to reflect Chrome's console.log capability (#279, @oncletom)
* Package: Update "ms" to 0.7.2 (#315, @DevSide)
* Package: removed superfluous version property from bower.json (#207 @kkirsche)
* Readme: fix USE_COLORS to DEBUG_COLORS
* Readme: Doc fixes for format string sugar (#269, @mlucool)
* Readme: Updated docs for DEBUG_FD and DEBUG_COLORS environment variables (#232, @mattlyons0)
* Readme: doc fixes for PowerShell (#271 #243, @exoticknight @unreadable)
* Readme: better docs for browser support (#224, @matthewmueller)
* Tooling: Added yarn integration for development (#317, @thebigredgeek)
* Misc: Renamed History.md to CHANGELOG.md (@thebigredgeek)
* Misc: Added license file (#226 #274, @CantemoInternal @sdaitzman)
* Misc: Updated contributors (@thebigredgeek)

2.2.0 / 2015-05-09
=================================

* package: update "ms" to v0.7.1 (#202, @dougwilson)
* README: add logging to file example (#193, @DanielOchoa)
* README: fixed a typo (#191, @amir-s)
* browser: expose `storage` (#190, @stephenmathieson)
* Makefile: add a `distclean` target (#189, @stephenmathieson)

2.1.3 / 2015-03-13
=================================

* Updated stdout/stderr example (#186)
* Updated example/stdout.js to match debug current behaviour
* Renamed example/stderr.js to stdout.js
* Update Readme.md (#184)
* replace high intensity foreground color for bold (#182, #183)

2.1.2 / 2015-03-01
==================

* dist: recompile
* update "ms" to v0.7.0
* package: update "browserify" to v9.0.3
* component: fix "ms.js" repo location
* changed bower package name
* updated documentation about using debug in a browser
* fix: security error on safari (#167, #168, @yields)

2.1.1 / 2014-12-29
==================

* browser: use `typeof` to check for `console` existence
* browser: check for `console.log` truthiness (fix IE 8/9)
* browser: add support for Chrome apps
* Readme: added Windows usage remarks
* Add `bower.json` to properly support bower install

2.1.0 / 2014-10-15
==================

* node: implement `DEBUG_FD` env variable support
* package: update "browserify" to v6.1.0
* package: add "license" field to package.json (#135, @panuhorsmalahi)

2.0.0 / 2014-09-01
==================

* package: update "browserify" to v5.11.0
* node: use stderr rather than stdout for logging (#29, @stephenmathieson)

1.0.4 / 2014-07-15
==================

* dist: recompile
* example: remove `console.info()` log usage
* example: add "Content-Type" UTF-8 header to browser example
* browser: place `%c` marker after the space character
* browser: reset the "content" color via `color: inherit`
* browser: add colors support for Firefox >= v31
* debug: prefer an instance `log()` function over the global one (#119)
* Readme: update documentation about styled console logs for FF v31 (#116, @wryk)
1.0.3 / 2014-07-09
==================

* Add support for multiple wildcards in namespaces (#122, @seegno)
* browser: fix lint

1.0.2 / 2014-06-10
==================

* browser: update color palette (#113, @gscottolson)
* common: make console logging function configurable (#108, @timoxley)
* node: fix %o colors on old node <= 0.8.x
* Makefile: find node path using shell/which (#109, @timoxley)

1.0.1 / 2014-06-06
==================

* browser: use `removeItem()` to clear localStorage
* browser, node: don't set DEBUG if namespaces is undefined (#107, @leedm777)
* package: add "contributors" section
* node: fix comment typo
* README: list authors

1.0.0 / 2014-06-04
==================

* make ms diff be global, not be scope
* debug: ignore empty strings in enable()
* node: make DEBUG_COLORS able to disable coloring
* *: export the `colors` array
* npmignore: don't publish the `dist` dir
* Makefile: refactor to use browserify
* package: add "browserify" as a dev dependency
* Readme: add Web Inspector Colors section
* node: reset terminal color for the debug content
* node: map "%o" to `util.inspect()`
* browser: map "%j" to `JSON.stringify()`
* debug: add custom "formatters"
* debug: use "ms" module for humanizing the diff
* Readme: add "bash" syntax highlighting
* browser: add Firebug color support
* browser: add colors for WebKit browsers
* node: apply log to `console`
* rewrite: abstract common logic for Node & browsers
* add .jshintrc file

0.8.1 / 2014-04-14
==================
* package: re-add the "component" section

0.8.0 / 2014-03-30
==============

* add `enable()` method for nodejs. Closes #27
* change from stderr to stdout
* remove unnecessary index.js file

0.7.4 / 2013-11-13
==============

* remove "browserify" key from package.json (fixes something in browserify)

0.7.3 / 2013-10-30
==============

* fix: catch localStorage security error when cookies are blocked (Chrome)
* add debug(err) support. Closes #46
* add .browser prop to package.json. Closes #42

0.7.2 / 2013-02-06
==============

* fix package.json
* fix: Mobile Safari (private mode) is broken with debug
* fix: Use unicode to send escape character to shell instead of octal to work with strict mode javascript

0.7.1 / 2013-02-05
==============

* add repository URL to package.json
* add DEBUG_COLORED to force colored output
* add browserify support
* fix component. Closes #24

0.7.0 / 2012-05-04
==============

* Added .component to package.json
* Added debug.component.js build

0.6.0 / 2012-03-16
==============

* Added support for "." prefix in DEBUG [Vinay Pulim]
* Added `.enabled` flag to the node version [TooTallNate]
0.5.0 / 2012-02-02
==================
* Added: humanize diffs. Closes #8
* Added `debug.disable()` to the CS variant
* Removed padding. Closes #10
* Fixed: persist client-side variant again. Closes #9

0.4.0 / 2012-02-01
==================
* Added browser variant support for older browsers [TooTallNate]
* Added `debug.enable('project:*')` to browser variant [TooTallNate]
* Added padding to diff (moved it to the right)

0.3.0 / 2012-01-26
==================
* Added millisecond diff when isatty, otherwise UTC string

0.2.0 / 2012-01-22
==================
* Added wildcard support

0.1.0 / 2011-12-02
==================
* Added: remove colors unless stderr isatty [TooTallNate]

0.0.1 / 2010-01-03
==================
* Initial release
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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)
Otherwise, if the work is a derivative of the Library, you may
distribute the object code for the work under the terms of Section 6.
Any executables containing that work also fall under Section 6,
whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or
link a "work that uses the Library" with the Library to produce a
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modification of the work for the customer's own use and reverse
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directing the user to the copy of this License. Also, you must do one
of these things:

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
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b) Accompany the work with a written offer, valid for at
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than the cost of performing this distribution.

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from a designated place, offer equivalent access to copy the above
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d) Verify that the user has already received a copy of these
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For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
reproducing the executable from it. However, as a special exception,
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Specifically, the GPL parts of FFmpeg are:

- libpostproc
- optional x86 optimization in the files
  - `libavcodec/x86/flac_dsp_gpl.asm`
  - `libavcodec/x86/idct_mmx.c`
- `libavfilter/x86/vf_removegrain.asm`
- the following building and testing tools
  - `compat/solaris/make_sunver.pl`
  - `doc/t2h.pm`
  - `doc/texti2pod.pl`
- `libswresample/tests/swresample.c`
- `tests/checkasm/*`
- `tests/tiny_ssim.c`
- the following filters in libavfilter:
  - `signature_lookup.c`
  - `vf_blackframe.c`
  - `vf_boxblur.c`
  - `vf_colormatrix.c`
  - `vf_cover_rect.c`
  - `vf_cropdetect.c`
  - `vf_delogo.c`
  - `vf_eq.c`
  - `vf_find_rect.c`
  - `vf_fspp.c`
  - `vf_geq.c`
  - `vf_histeq.c`
  - `vf_hqdn3d.c`
  - `vf_kerndeint.c`
  - `vf_lensfun.c` (GPL version 3 or later)
  - `vf_mcdeint.c`
  - `vf_mpdecimate.c`
  - `vf_nnedi.c`
  - `vf_owdenoise.c`
  - `vf_perspective.c`
  - `vf_phase.c`
  - `vf_pp.c`
  - `vf_pp7.c`
  - `vf_pullup.c`
  - `vf_repeatfields.c`
  - `vf_sab.c`
  - `vf_signature.c`
  - `vf_smartblur.c`
  - `vf_spp.c`
  - `vf_stereo3d.c`
  - `vf_super2xsai.c`
  - `vf_tinterlace.c`
  - `vf_uspp.c`
  - `vf_vaguedenoiser.c`
  - `vsr_nptests.c`

Should you, for whatever reason, prefer to use version 3 of the (L)GPL, then
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There are a handful of files under other licensing terms, namely:

* The files `libavcodec/jfdctfst.c`, `libavcodec/jfdctint_template.c` and `libavcodec/jrevdct.c` are taken from libjpeg, see the top of the files for licensing details. Specifically note that you must credit the IJG in the documentation accompanying your program if you only distribute executables. You must also indicate any changes including additions and deletions to those three files in the documentation.
* `tests/reference.pnm` is under the expat license.

## External libraries

FFmpeg can be combined with a number of external libraries, which sometimes affect the licensing of binaries resulting from the combination.

### Compatible libraries

The following libraries are under GPL version 2:
- avsynth
- frei0r
- libcdio
- libdavs2
- librubberband
- libvidstab
- libx264
- libx265
- libxavs
- libxavs2
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing `--enable-gpl` to configure.

The following libraries are under LGPL version 3:
- gmp
- libaribb24
- liblensfun

When combining them with FFmpeg, use the configure option `--enable-version3` to upgrade FFmpeg to the LGPL v3.

The VMAF, mbedTLS, RK MPI, OpenCORE and VisualOn libraries are under the Apache License 2.0. That license is incompatible with the LGPL v2.1 and the GPL v2, but not with version 3 of those licenses. So to combine these libraries with FFmpeg, the license version needs to be upgraded by passing `--enable-version3` to configure.
The smbclient library is under the GPL v3, to combine it with FFmpeg, the options `--enable-gpl` and `--enable-version3` have to be passed to configure to upgrade FFmpeg to the GPL v3.

### Incompatible libraries

There are certain libraries you can combine with FFmpeg whose licenses are not compatible with the GPL and/or the LGPL. If you wish to enable these libraries, even in circumstances that their license may be incompatible, pass `--enable-nonfree` to configure. This will cause the resulting binary to be unredistributable.

The Fraunhofer FDK AAC and OpenSSL libraries are under licenses which are incompatible with the GPLv2 and v3. To the best of our knowledge, they are compatible with the LGPL.

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The code in this library is an extension of Bala Vatti's clipping algorithm:
"A generic solution to polygon clipping"
http://portal.acm.org/citation.cfm?id=129906

Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
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See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
ASME 2005 International Design Engineering Technical Conferences
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Qt port of geosimplify.js, https://github.com/mapbox/geosimplify-js

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A tiny JavaScript debugging utility modelled after Node.js core's debugging technique. Works in Node.js and web browsers.

**## Installation**

```bash
$ npm install debug
```

**## Usage**
'debug' exposes a function; simply pass this function the name of your module, and it will return a decorated version of `console.error` for you to pass debug statements to. This will allow you to toggle the debug output for different parts of your module as well as the module as a whole.

Example [._app.js_](./examples/node/app.js):

```js
```
```js

Example [._worker.js_](./examples/node/worker.js):

```js
```
The 'DEBUG' environment variable is then used to enable these based on space or comma-delimited names.

Here are some examples:

```
<img width="647" alt="screen shot 2017-08-08 at 12 53 04 pm" src="https://user-images.githubusercontent.com/71256/29091703-a6302cdc-7c38-11e7-8304-7c0b3bc600cd.png">
<image width="647" alt="screen shot 2017-08-08 at 12 53 38 pm" src="https://user-images.githubusercontent.com/71256/29091700-a62a6888-7c38-11e7-800b-db911291ca2b.png">
<image width="647" alt="screen shot 2017-08-08 at 12 53 25 pm" src="https://user-images.githubusercontent.com/71256/29091701-a62ea114-7c38-11e7-826a-2692bedca740.png">
```

#### Windows command prompt notes

##### CMD

On Windows the environment variable is set using the 'set' command.

```
```
cmd
set DEBUG=*,not_this
```

Example:

```
```
cmd
set DEBUG=* & node app.js
```

##### PowerShell (VS Code default)

PowerShell uses different syntax to set environment variables.

```
```
cmd
Set-Environment -Name DEBUG -Value "*,not_this"
```

Example:

```
```
cmd
Set-Environment -Name DEBUG -Value app;node app.js
```

Then, run the program to be debugged as usual.

npm script example:

```
```
"windowsDebug": "@powershell -Command $env:DEBUG="*";node app.js",
```

---

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## Namespace Colors

Every debug instance has a color generated for it based on its namespace name. This helps when visually parsing the debug output to identify which debug instance a debug line belongs to.

### Node.js

In Node.js, colors are enabled when stderr is a TTY. You also should install the `supports-color` module alongside debug, otherwise debug will only use a small handful of basic colors.

### Web Browser

Colors are also enabled on "Web Inspectors" that understand the `%c` formatting option. These are WebKit web inspectors, Firefox ([since version 31](https://hacks.mozilla.org/2014/05/editable-box-model-multiple-selection-sublime-text-keys-much-more-firefox-developer-tools-episode-31/)) and the Firebug plugin for Firefox (any version).

## Millisecond diff

When actively developing an application it can be useful to see when the time spent between one `debug()` call and the next. Suppose for example you invoke `debug()` before requesting a resource, and after as well, the "+NNNms" will show you how much time was spent between calls.

When stdout is not a TTY, `Date#toISOString()` is used, making it more useful for logging the debug information as shown below:

## Conventions

If you're using this in one or more of your libraries, you should use the name of your library so that developers may toggle debugging as desired without guessing names. If you have more than one debuggers you should prefix
them with your library name and use ".:" to separate features. For example "bodyParser" from Connect would then be "connect:bodyParser". If you append a "*" to the end of your name, it will always be enabled regardless of the setting of the DEBUG environment variable. You can then use it for normal output as well as debug output.

## Wildcards

The `*` character may be used as a wildcard. Suppose for example your library has debuggers named "connect:bodyParser", "connect:compress", "connect:session", instead of listing all three with

`DEBUG=connect:bodyParser,connect:compress,connect:session`, you may simply do `DEBUG=connect:*`, or to run everything using this module simply use `DEBUG=*`.

You can also exclude specific debuggers by prefixing them with a "-" character. For example, `DEBUG=*,connect:*` would include all debuggers except those starting with "connect:".

## Environment Variables

When running through Node.js, you can set a few environment variables that will change the behavior of the debug logging:

<table>
<thead>
<tr>
<th>Name</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DEBUG</code></td>
<td>Enables/disables specific debugging namespaces.</td>
</tr>
<tr>
<td><code>DEBUG_HIDE_DATE</code></td>
<td>Hide date from debug output (non-TTY).</td>
</tr>
<tr>
<td><code>DEBUG_COLORS</code></td>
<td>Whether or not to use colors in the debug output.</td>
</tr>
<tr>
<td><code>DEBUG_DEPTH</code></td>
<td>Object inspection depth.</td>
</tr>
<tr>
<td><code>DEBUG_SHOW_HIDDEN</code></td>
<td>Shows hidden properties on inspected objects.</td>
</tr>
</tbody>
</table>

__Note:__ The environment variables beginning with `DEBUG_` end up being converted into an Options object that gets used with `%o`/`%O` formatters. See the Node.js documentation for

`[util.inspect()]`([https://nodejs.org/api/util.html#util_util_inspect_object_options](https://nodejs.org/api/util.html#util_util_inspect_object_options))

for the complete list.

## Formatters

Debug uses [printf-style](https://wikipedia.org/wiki/Printf_format_string) formatting. Below are the officially supported formatters:

<table>
<thead>
<tr>
<th>Formatter</th>
<th>Representation</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>%O</code></td>
<td>Pretty-print an Object on multiple lines.</td>
</tr>
<tr>
<td><code>%o</code></td>
<td>Pretty-print an Object all on a single line.</td>
</tr>
<tr>
<td><code>%s</code></td>
<td>String.</td>
</tr>
<tr>
<td><code>%d</code></td>
<td>Number (both integer and float).</td>
</tr>
<tr>
<td><code>%j</code></td>
<td>JSON. Replaced with the string '[Circular]' if the argument contains circular references.</td>
</tr>
</tbody>
</table>
### Custom formatters

You can add custom formatters by extending the `debug.formatters` object. For example, if you wanted to add support for rendering a Buffer as hex with `%h`, you could do something like:

```js
```

```js
const createDebug = require('debug')
createDebug.formatters.h = (v) => {
  return v.toString('hex')
}

// elsewhere
const debug = createDebug('foo')
debug('this is hex: %h', new Buffer('hello world'))
```

## Browser Support

You can build a browser-ready script using [browserify](https://github.com/substack/node-browserify), or just use the [browserify-as-a-service](https://wzrd.in/) [build](https://wzrd.in/standalone/debug@latest), if you don't want to build it yourself.

Debug's enable state is currently persisted by `localStorage`. Consider the situation shown below where you have `worker:a` and `worker:b`, and wish to debug both. You can enable this using `localStorage.debug`:

```js
```
```js
localStorage.debug = 'worker:*'
```
## Output streams

By default `debug` will log to stderr, however this can be configured per-namespace by overriding the `log` method:

Example [_stdout.js_](./examples/node/stdout.js):

```js
var debug = require('debug');
var error = debug('app:error');

// by default stderr is used
error('goes to stderr!');

var log = debug('app:log');
// set this namespace to log via console.log
log.log = console.log.bind(console); // don't forget to bind to console!
log('goes to stdout');
error('still goes to stderr!');

// set all output to go via console.info
// overrides all per-namespace log settings
debug.log = console.info.bind(console);
error('now goes to stdout via console.info');
log('still goes to stdout, but via console.info now');
```

## Extend

You can simply extend debugger

```js
const log = require('debug')('auth');

//creates new debug instance with extended namespace
const logSign = log.extend('sign');
const logLogin = log.extend('login');

log('hello'); // auth hello
logSign('hello'); //auth:sign hello
logLogin('hello'); //auth:login hello
```

## Set dynamically

You can also enable debug dynamically by calling the `enable()` method:
```js
let debug = require('debug');

console.log(1, debug.enabled('test'));

debugeeble('test');
console.log(2, debug.enabled('test'));

debugeeble();
console.log(3, debug.enabled('test'));

print:
```
1 false
2 true
3 false
```

Usage:
`enable(namespaces)`
`namespaces` can include modes separated by a colon and wildcards.

Note that calling `enable()` completely overrides previously set DEBUG variable:

```bash
$ DEBUG=foo node -e 'var dbg = require("debug"); dbg.enable("bar"); console.log(dbg.enabled("foo"))'
=> false
```

### Checking whether a debug target is enabled

After you've created a debug instance, you can determine whether or not it is enabled by checking the `enabled` property:

```javascript
const debug = require('debug')('http');

if (debug.enabled) {
    // do stuff...
}
```

You can also manually toggle this property to force the debug instance to be enabled or disabled.
## Authors

- TJ Holowaychuk
- Nathan Rajlich
- Andrew Rhyne

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 *
 * g711.h - In line A-law and u-law conversion routines
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./test/integer_types.cpp
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./test/sizeoverflow.cpp
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./bench/benchFFT.cpp
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./bench/spbench/spbenchsolver.h
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```

Following applies to:
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/test/sparselu.cpp
/unsupported/test/mpreal/mpreal.h
/unsupported/Eigen/src/IterativeSolvers/IterationController.h
/unsupported/Eigen/src/IterativeSolvers/ConstrainedConjGrad.h
/unsupported/Eigen/src/Eigenvalues/ArpackSelfAdjointEigenSolver.h
/Eigen/src/OrderingMethods/Amd.h
/Eigen/src/SparseCholesky/SimplicialCholesky_impl.h

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demo programs     progs/demos/    various    see source files

X demos           progs/xdemos/    Brian Paul    see source files

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jpeg
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(extracted from src/README)

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libxml

Libxml2, an XML C Parser

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mongoose
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A "png_get_copyright" function is available, for convenient use in "about" boxes and the like:

```c
printf("%s", png_get_copyright(NULL));
```

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).

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Glenn Randers-Pehrson
glenrp at users.sourceforge.net
April 29, 2008

protobuf

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utf
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"Devices" shall mean hardware devices or products that 1) are manufactured and/or distributed by the Licensee or its Affiliates or Contractors in connection with the Program, and (2)(i) incorporate or integrate the Redistributables or parts thereof; or (ii) do not incorporate or integrate the Redistributables at the time of distribution, but where, when used by a Customer, the main user interface or substantial functionality of such device is provided by Application(s) or otherwise depends on the Licensed
Software.

"Distribution License(s)" shall mean the license required for distribution of Redistributables in accordance with the license grant described in Section 3.2(ii)-(iii) of this Agreement.

"Distribution License Packs" shall mean set of prepaid Distribution Licenses for distribution of Redistributables, as defined in The Qt Company's standard price list, quote, Purchase Order confirmation or in an appendix hereto, as the case may be.

"Initial Support Term" shall mean a time period of twelve (12) months, calculated from the effective date of this Agreement.

"Intellectual Property Rights" shall mean patents (including utility models), design patents, and designs (whether or not capable of registration), chip topography rights and other like protection, copyrights, trademarks, service marks, trade names, logos or other words or symbols and any other form of statutory protection of any kind and applications for any of the foregoing as well as any trade secrets.

"Licensee" shall mean the individual or legal entity that is party to this Agreement, as identified on the signature page hereof.

"License Certificate" shall mean a certificate accompanying the Licensed Software and generated for each Designated User respectively. License Certificate will specify the Designated User, the Development Platforms, Deployment Platforms, Program and the Term of this Agreement. The terms of the License Certificate are considered part of this Agreement and shall be updated from time to time to reflect any changes to the foregoing terms relating to Licensee's rights to the Licensed Software.

"Licensee's Records" shall mean books and records that are likely to contain information bearing on Licensee's compliance with this Agreement or the payments due to The Qt Company under this Agreement, including, but not limited to: assembly logs, sales records and distribution records.

"Licensees SDK Contractors" shall mean Contractors of Licensee, who have purchased or received SDK from the Licensee relating to the Program.

"License Fee" shall mean the fee charged to the Licensee for rights granted under the terms of this Agreement.

"Licensed Software" shall mean all versions of The Qt Company's computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation, licensed to the Licensee under this Agreement. Licensed Software does not include Third Party Software (as defined in Section 4) or Open Source Qt.
"Modified Software" shall mean bug-fixes, error corrections, patches or modifications made to theLicensed Software by Licensee, including documentation related thereto.

"Online Services" shall mean any services or access to systems made available by The Qt Company to the Licensee over the Internet relating to the Licensed Software or for the purpose of use by the Licensee of the Licensed Software or Support. Use of any such Online Services is discretionary for the Licensee and some of them may be subject to additional fees.

"Open Source Qt" shall mean all versions of The Qt Company's Qt computer software products, online or electronic documentation, associated media and printed materials, including the source code, example programs and the documentation available under the terms of the GNU Lesser General Public License, version 2.1 or later ("LGPL") or the GNU General Public License, version 2.0 or later ("GPL").

"Party" or "Parties" shall mean Licensee and/or The Qt Company.

"Program" shall mean Licensees business program for which purpose the Licensee is entitled to use the Licensed Software and grant the Licensee's SDK Contractors a right to use the Licensed Software as part of a SDK.

"Redistributables" shall mean the portions of the Licensed Software set forth in Appendix 1, Section 1 that may be distributed pursuant to the terms of this Agreement in object code form only, including any relevant documentation. Where relevant, any reference to Licensed Software in this Agreement shall include and refer also to Redistributables.

"SDK" or "Software Development Kit" shall mean a combination of software modules including Licensed Software intended to be utilized in connection with the Program.

"Submitted Modified Software" shall have the meaning as set forth in Section 2.3.

"Support" shall mean standard developer support that is provided by The Qt Company to assist Designated Users in using the Licensed Software in accordance with The Qt Company's standard support terms.

"Support Renewal Term" shall mean a time period of twelve (12) months, calculated from the end of the Initial Support Term or previous Support Renewal Term, as applicable.

"Support Term" shall mean the Initial Support Term and any possible Support Renewal Terms(s) during which time the Licensee is eligible to receive for Support for the Licensed Software.
“Taxes” shall have the meaning set forth in Section 10.5.

“Term” shall mean the validity period of this Agreement, as set forth in the License Certificate.

The Qt Company shall mean:

(i) in the event Licensee is an individual residing in the United States or a legal entity incorporated in the United States or having its headquarters in the United States, The Qt Company Inc., a Delaware corporation with its office at 2350 Mission College Blvd., Suite 1020, Santa Clara, CA 95054, USA.; or

(ii) in the event the Licensee is an individual residing outside of the United States or a legal entity incorporated outside of the United States or having its registered office outside of the United States, The Qt Company Ltd., a Finnish company with its registered office at Bertel Jungin aukio D3A, 02600 Espoo, Finland.

"Updates" shall mean a release or version of the Licensed Software containing bug fixes, error corrections and other changes that are generally made available to users of the Licensed Software that have contracted for Support. Updates are generally depicted as a change to the digits following the decimal in the Licensed Software version number. The Qt Company shall make Updates available to the Licensee under the Support. Updates shall be considered as part of the Licensed Software hereunder.

"Upgrades" shall mean a release or version of the Licensed Software containing enhancements and new features and are generally depicted as a change to the first digit of the Licensed Software version number. In the event Upgrades are provided to the Licensee under this Agreement, they shall be considered as part of the Licensed Software hereunder.

2. OWNERSHIP 2.1

Ownership of The Qt Company

The Licensed Software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Licensed Software is licensed, not sold.

All The Qt Company's Intellectual Property Rights are and shall remain the exclusive property of The Qt Company or its licensors respectively.

2.2 Ownership of Licensee

All the Licensee's Intellectual Property Rights are and shall remain the exclusive property of the Licensee or its licensors respectively.
All Intellectual Property Rights to the Modified Software, Applications and Devices shall remain with the Licensee and no rights thereto shall be granted by the Licensee to The Qt Company under this Agreement (except as set forth in Section 2.3 below).

2.3 Modified Software

Licensee may create Modified Software that breaks the source or binary compatibility with the Licensed Software. This includes, but is not limited to, changing the application programming interfaces ("API") by adding, changing or deleting any variable, method, or class signature in the Licensed Software and/or any inter-process protocols, services or standards in the Licensed Software libraries. To the extent that Licensee breaks source or binary compatibility with the Licensed Software, Licensee acknowledges that The Qt Company's ability to provide Support may be prevented or limited and Licensee's ability to make use of Updates may be restricted.

To the extent Licensee submits Modified Software to The Qt Company ("Submitted Modified Software"), Licensee hereby grants The Qt Company a sublicensable, assignable, irrevocable, perpetual, worldwide, non-exclusive, royalty-free and fully paid-up license, under all of Licensee's Intellectual Property Rights, to reproduce, adapt, translate, modify, and prepare derivative works of, publicly display, publicly perform, sublicense, make available and distribute such Submitted Modified Software as The Qt Company sees fit at its free and absolute discretion. For the sake of clarity, the Licensee shall have no obligation to provide Modified Software to The Qt Company.

3. LICENSES GRANTED

3.1 Development with Licensed Software

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to use, modify and copy the Licensed Software by Designated Users on the Development Platforms for the sole purposes of designing, developing, demonstrating and testing Application(s) and/or Devices, and to provide thereto related support and other services to end-user Customers.

Licensee may install copies of the Licensed Software on an unlimited number of computers provided that (i) only the Designated Users may use the Licensed Software, and (ii) all Designated Users must have a valid Development License to use Licensed Software.

Licensee may at any time designate another Designated User to replace a then-current Designated User by notifying The Qt Company in writing, provided that any Designated User may be replaced only once during any six-month period.
3.2 Distribution of Redistributables

Subject to the terms of this Agreement, The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute, by itself or through its Contractors, Redistributables as installed, incorporated or integrated into Applications for execution on the Deployment Platforms, and (ii) distribute, by itself or through one or more tiers of Contractors, Redistributables as installed, incorporated or integrated, or intended to be installed, incorporated or integrated into Devices for execution on the Deployment Platforms, and (iii) grant sublicenses to Redistributables, as distributed hereunder, for Customers solely for Customer's internal use and to the extent necessary in order for the Customers to use the Applications and/or Devices for their respective intended purposes.

Right to distribute the Redistributables as provided herein is conditional upon the Licensee having purchased and paid the appropriate amount of Development and Distribution Licenses from The Qt Company before distributing any Redistributables to Customers.

For the avoidance of any doubt it is specifically acknowledged and agreed that distribution of Redistributables solely as installed, incorporated or integrated into Applications for execution on the Deployment Platform(s), as specified in (i) of the first paragraph of Section 3.2 above, i.e. with no connection to Devices or intention to use in connection therewith, shall not require a Distribution License.

3.3 SDK License

The Qt Company grants to Licensee a personal, worldwide, non-exclusive, non-transferable license, valid for the Term, to (i) distribute Licensed Software as a part of the SDK to Licensee's SDK Contractors in connection with the Program and (ii) in connection with the Program, by itself or by Licensee's SDK Contractors, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt, provided, however, that:

(i) the Licensee's SDK Contractors are only entitled to use the Licensed Software as part of SDK and for the sole purpose of developing software for Devices that are distributed under the Program; and

(ii) Licensees SDK Contractors shall not be entitled to distribute the SDK or any part thereof to any third parties.

For the avoidance of any doubt, the distribution of such software development tools that do not contain Licensed Software shall not be covered by this Agreement.

3.4 Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are conditional and subject to Licensee's compliance with the following terms:

(i) Licensee shall not remove or alter any copyright, trademark or other proprietary rights notice contained in any portion of the Licensed Software;

(ii) Applications and SDKs must add primary and substantial functionality to the Licensed Software;

(iii) Applications may not pass on functionality which in any way makes it possible for others to create software with the Licensed Software; provided however that Licensee may use the Licensed Software's scripting and QML ("Qt Quick") functionality solely in order to enable scripting, themes and styles that augment the functionality and appearance of the Application(s) without adding primary and substantial functionality to the Application(s);

(iv) Applications and SDKs must not compete with the Licensed Software;

(v) Licensee shall not use The Qt Company's or any of its suppliers' names, logos, or trademarks to market Applications or SDKs, except that Licensee may use "Built with Qt" logo to indicate that Application(s) was developed using the Licensed Software;

(vi) Except as expressly provided in Section 3.3, Licensee shall not distribute, sublicense or disclose source code of Licensed Software to any third party (provided however that Licensee may appoint employee(s) of Contractors as Designated Users to use Licensed Software pursuant to this Agreement);

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Except as expressly provided in Section 3.3, Licensee shall not and shall cause that its Affiliates, Contractors and Licensee's SDK Contractors shall not a) in any way, combine, incorporate or integrate Licensed Software with, or use Licensed Software for creation of, any software created with or incorporating Open Source Qt or b) incorporate or integrate Applications into a hardware device or product other than a Device, unless Licensee has received an advance written permission from The Qt Company to do so. Unless specifically otherwise agreed, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software build with Licensed
(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software;

(xi) Licensee shall not take any action inconsistent with The Qt Company’s Intellectual Property Rights; and

(xii) Attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.

4. THIRD PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively “Third Party Software”) to implement various functions. Third Party Software does not comprise part of the Licensed Software. In some cases, access to Third Party Software may be included in the Licensed Software. Such Third Party Software will be listed in the ".../src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third Party Software is in all respects subject to applicable license terms of applicable third party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality marked or otherwise stated as "Technology Preview", "Alpha", "Beta" or similar designation. Such pre-release code may be present in order to provide experimental support for new platforms or preliminary versions of one or more new functionalities. The pre-release code may not be at the level of performance and compatibility of a final, generally available, product offering of the
Licensed Software. The pre-release parts of the Licensed Software may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make pre-release code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any pre-release code, but any use thereof is exclusively at Licensee's own risk and expense.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is".

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED. ALL USE OF AND RELIANCE ON THE LICENSED SOFTWARE IS AT THE SOLE RISK OF AND RESPONSIBILITY OF LICENSEE.

Licensee's exclusive remedy and The Qt Company's entire liability for Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or return of the applicable fees paid for the defective Licensed Software for the time period during which the License is not able to utilize the Licensed Software under the terms of this Agreement.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1 Limitation of Liability

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, (II) LICENSEE'S DUTY TO PAY ALL APPLICABLE LICENSE FEES AND COMPENSATIONS, AND (III)
BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY’S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES RECEIVED BY THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

7.2 Licensees Indemnification

Licensee shall indemnify and hold harmless The Qt Company from and against any claim, injury, judgment, settlement, loss or expense, including attorneys’ fees related to: (a) Licensee's misrepresentation in connection with The Qt Company or the Licensed Software or breach of this Agreement, (b) the Application or Device (except where such cause of liability is solely attributable to the Licensed Software).

8. SUPPORT, UPDATES AND ONLINE SERVICES

Licensee will be eligible to receive Support and Updates and to use the Online Services during the Support Term. Unless otherwise decided by The Company at its free and absolute discretion, Upgrades will not be included in the Support but may be available subject to additional fees.

Licenses granted under this Agreement shall include a prepaid Initial Support Term.

Initial Support Term shall be automatically extended to one or more Support Renewal Term(s), unless and until either Party notifies the other Party in writing that it does not wish to continue the Support, such notification to be provided to the other Party no less than ninety (90) days before expiry of the Initial Support Term or respective Support Renewal Term. During any such Support Renewal Term Support shall be available subject to prices and terms agreed between the Parties or, if no advance agreement exists, subject to The Qt Company's standard pricing applicable at the commencement date of any such Support Renewal Term. From time to time The Qt Company may change Support provided within each Support plan; provided that during the respective Initial Support Term or Support Renewal Term (as the case may be), the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to the Customers.

9. CONFIDENTIALITY
Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1 License Fees

License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be. The License Fees shall not be refunded or claimed as a credit, even on the ground that Distribution Licenses are not used, i.e. Redistributables are not actually
distributed corresponding to the Distribution Licenses purchased, or for any other reason.

10.2 Ordering Licenses

Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3 Distribution

License Packs Unless otherwise agreed, the Distribution Licenses are bought by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for installing, bundling or integrating (all jointly "installing") the Redistributables with the Devices or for otherwise distributing the Redistributables in accordance with this Agreement.

Each time Licensee "installs" or distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may "install" copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

Redistributables will be deemed to have been "installed" into a Device when one of the following circumstances shall have occurred: a) the Redistributables have been loaded onto the Device and used outside of the Licensee's premises or b) the Device has been fully tested and placed into Licensee's inventory (or sold) for the first time (i.e., Licensee will not be required to use (or pay for) more than one Distribution License for each individual Device, e.g. in a situation where a Device is returned to Licensee's inventory after delivery to a distributor or sale to a Customer). In addition, if Licensee includes a back-up copy of the Redistributables on a CD-ROM or other storage medium along with the product, that backup copy of the Redistributables will not be deemed to have been "installed" and will not require an additional Distribution License.

10.4 Payment Terms

License Fees and any other charges under this Agreement shall be paid by
Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee. A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

The Qt Company shall have the right to suspend, terminate or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Developer License, Distribution License, and Support, should Licensee fail to make payment in a timely fashion.

10.5 Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax and other taxes, duties or tariffs ("Taxes"). Such applicable Taxes shall be paid by Licensee, or, where applicable, in lieu of payment of such Taxes, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11 RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1 Licensee's Record-keeping

Licensee shall at all times maintain accurate and up-to-date written records of Licensee's activities related to the use of Licensed Software and distribution of Redistributables. The records shall be adequate to determine Licensee's compliance with the provisions of this Agreement and to demonstrate the number of Designated Users and Redistributables distributed by Licensee. The records shall conform to good accounting practices reasonably acceptable to The Qt Company.

Licensee shall, within thirty (30) days from the end of each calendar quarter, deliver to The Qt Company a report detailing the number of Designated Users and copies of Redistributables distributed by Licensee during that calendar quarter, and also detailing the number of undistributed copies of Redistributables made by Licensee and remaining in its account (i.e., undistributed copies for which Distribution Licenses have been or need to be obtained from The Qt Company). Such report shall contain such other information as The Qt Company shall reasonably require from time to time.

11.2. The Qt Company's Audit Rights

The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the use of the Redistributables, but not more frequently than once during each 6-month period. Such audit may be
conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to immediately pay The Qt Company any amounts owed for such unauthorized use.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (underpayment of more than 5% of License Fees shall always be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12 TERM AND TERMINATION

12.1 Term

This Agreement shall enter into force upon due acceptance by both Parties and remain in force for the Term, unless and until terminated pursuant to the terms of this Section 12.

12.2 Termination by The Qt Company

The Qt Company shall have the right to terminate this Agreement upon thirty (30) days prior written notice if (i) the Licensee is in material breach of any obligation of this Agreement and fails to remedy such breach within such notice period; (ii) or Licensee or any of its Affiliates bring a suit before any court or administrative agency or otherwise assert a claim against The Qt Company's or any of its Affiliates' Intellectual Property Rights or validity thereof.

12.3 Mutual Right to Terminate

Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4 Parties Rights and Duties upon Termination

Upon expiry or termination of the Agreement for any reason, Licensee shall, within 30 days after such termination, cease and shall cause all Designated
Users (including those of its Affiliates' and Contractors') and Licensee's SDK Contractors to cease using the Licensed Software and distribution of the Redistributables under this Agreement. Notwithstanding the above, in the event the Agreement expires or is terminated for reason other than by The Qt Company pursuant to Section 12.2, the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:

(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:

(i) this Agreement shall be construed and interpreted in accordance with the
laws of Finland, excluding its choice of law provisions;

(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and

(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1 No Assignment Licensee

shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2 No Third Party Representations

Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3 Surviving Sections

Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive.

14.4 Entire Agreement

This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein. In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.
14.5 Modifications

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NPM License Checker

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

[![Build Status](https://www.travis-ci.org/davglass/license-checker.svg?branch=master)](https://www.travis-
*As of v17.0.0 the `failOn` and `onlyAllow` arguments take semicolons as delimiters instead of commas. Some license names contain commas and it messed with the parsing*

Ever needed to see all the license info for a module and its dependencies?

It's this easy:

```shell
npm install -g license-checker

mkdir foo
cd foo
npm install yui-lint
license-checker
```

You should see something like this:

``````
sigmund@1.0.0
repository: https://github.com/isaacs/sigmund
licenses: UNKNOWN
yui-lint@0.1.1
    licenses: BSD
    repository: http://github.com/yui/yui-lint

An asterisk next to a license name means that it was deduced from
an other file than package.json (README, LICENSE, COPYING, ...)
You could see something like this:

debug@2.0.0
    repository: https://github.com/visionmedia/debug
    licenses: MIT*

Options
-------
* `--production` only show production dependencies.
* `--development` only show development dependencies.
* `--start [path of the initial json to look for]`
* `--unknown` report guessed licenses as unknown licenses.
* `--onlyunknown` only list packages with unknown or guessed licenses.
* `--json` output in json format.
* `--csv` output in csv format.
* `--csvComponentPrefix` prefix column for component in csv format.
* `--out [filepath]` write the data to a specific file.
* `--customPath` to add a custom Format file in JSON
* `--exclude [list]` exclude modules which licenses are in the comma-separated list from the output
* `--relativeLicensePath` output the location of the license files as relative paths
* `--summary` output a summary of the license usage',
* `--failOn [list]` fail (exit with code 1) on the first occurrence of the licenses of the semicolon-separated list
* `--onlyAllow [list]` fail (exit with code 1) on the first occurrence of the licenses not in the semicolon-separated list
* `--packages [list]` restrict output to the packages (package@version) in the semicolon-separated list
* `--excludePackages [list]` restrict output to the packages (package@version) not in the semicolon-separated list
* `--excludePrivatePackages` restrict output to not include any package marked as private
* `--direct` look for direct dependencies only`

Exclusions
----------
A list of licenses is the simplest way to describe what you want to exclude.

You can use valid [SPDX identifiers](https://spdx.org/licenses/).
You can use valid SPDX expressions like `MIT OR X11`.
You can use non-valid SPDX identifiers, like `Public Domain`, since `npm` does
support some license strings that are not SPDX identifiers.

Examples
--------
```
license-checker --json > /path/to/licenses.json
license-checker --csv --out /path/to/licenses.csv
license-checker --unknown
license-checker --customPath customFormatExample.json
license-checker --exclude 'MIT, MIT OR X11, BSD, ISC'
license-checker --packages 'react@16.3.0;react-dom@16.3.0;lodash@4.3.1'
license-checker --excludePackages 'internal-1;internal-2'
license-checker --onlyunknown
```

Custom format
--------------
The `--customPath` option can be used with CSV to specify the columns. Note that the first column, `module_name`, will always be used.

When used with JSON format, it will add the specified items to the usual ones.

The available items are the following:
- name
- version
- description
- repository
- publisher
- email
- url
- licenses
- licenseFile
- licenseText
- licenseModified

You can also give default values for each item.
See an example in [customFormatExample.json](customFormatExample.json).

Requiring
---------
```
```
Debugging
---------

license-checker uses [debug](https://www.npmjs.com/package/debug) for internal logging. There are two internal markers:

* `license-checker:error` for errors
* `license-checker:log` for non-errors

Set the `DEBUG` environment variable to one of these to see debug output:

```
```
```
```
```

How Licenses are Found
----------------------

We walk through the `node_modules` directory with the [read-installed](https://www.npmjs.org/package/read-installed) module. Once we gathered a list of modules we walk through them and look at all of their `package.json`'s. We try to identify the license with the [spdx](https://www.npmjs.com/package/spdx) module to see if it has a valid SPDX license attached. If that fails, we then look into the module for the following files: `LICENSE`, `LICENCE`, `COPYING`, & `README`.

If one of those files are found (in that order) we will attempt to parse the license data from it with a list of known license texts. This will be shown with the `*` next to the name of the license to show that we "guessed" at it.

The Mesa header files use the following licenses.

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

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 * Memory barrier utilities
 *
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 * $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
 * Portable Audio I/O Library
 * Ring Buffer utility.
 *
 * Author: Phil Burk, http://www.softsynth.com
* modified for SMP safety on Mac OS X by Bjorn Roche
* modified for SMP safety on Linux by Leland Lucius
* also, allowed for const where possible
* modified for multiple-byte-sized data elements by Sven Fischer
*
* Note that this is safe only for a single-thread reader and a
* single-thread writer.
*
* This program uses the PortAudio Portable Audio Library.
* For more information see: http://www.portaudio.com
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This is JavaScriptCore's variant of the PCRE library. While this library started out as a copy of PCRE, many of the features of PCRE have been removed.

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Mesa 3-D graphics library
Version: 7.0

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`cssmin.py` - A Python port of the YUI CSS compressor.

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#!/usr/bin/env node

/*
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*/

var checker = require('./lib/index');

var args = require('./lib/args').parse();
var mkdirp = require('mkdirp');
var path = require('path');
var chalk = require('chalk');
var fs = require('fs');

if (args.help) {
    console.error('license-checker@' + require('./package.json').version);
    var usage = [
        '',
        ' --production only show production dependencies.',
    ]}
var formattedOutput = "

if (!err) {
    console.error('Found error');
    console.error(err);
}

if (shouldColorizeOutput(args)) {
    var keys = Object.keys(json);
    keys.forEach(function(key) {
        var keyParts = key.split('@');
        var colorizedKey = chalk.blue(keyParts[0]) + chalk.dim('@') + chalk.green(keyParts[1]);
        json[colorizedKey] = json[key];
        delete json[key];
    });
}

if (args.json) {
    formattedOutput = JSON.stringify(json, null, 2) + 'n';
} else if (args.csv) {
    formattedOutput = checker.asCSV(json, args.customFormat, args.csvComponentPrefix);
} else if (args.markdown) {
    formattedOutput = checker.asMarkDown(json, args.customFormat) + 'n';
} else if (args.summary) {
    formattedOutput = checker.asSummary(json);
} else {
    formattedOutput = checker.asTree(json);
}

if (args.files) {
    checker.asFiles(json, args.files);
} else if (args.out) {
    var dir = path.dirname(args.out);
    mkdirp.sync(dir);
    fs.writeFileSync(args.out, formattedOutput, 'utf8');
} else {
    console.log(formattedOutput);
}

function shouldColorizeOutput(args) {
    return args.color && !args.out && !(args.csv || args.json || args.markdown);
}

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    Redistributables as installed, incorporated or integrated, or intended
to be installed, incorporated or integrated into Devices for execution
on the Deployment Platforms, and
(ii) grant sublicenses to Redistributables, as distributed hereunder, for
    Customers solely for Customer's internal use and to the extent
    necessary in order for the Customers to use the Devices for their
    respective intended purposes.

Right to distribute the Redistributables with Devices as provided herein is
conditional upon the Licensee (i) not having any unpaid License Fees for
Development Licenses owed to The Qt Company, and (ii) having purchased and paid
corresponding Distribution Licenses at the time of distribution of any
Redistributables to Customers.

3.4. Further Requirements
The licenses granted above in this Section 3 by The Qt Company to Licensee are
conditional and subject to Licensee's compliance with the following terms:
(i) Licensee shall not remove or alter any copyright, trademark or other
    proprietary rights notice(s) contained in any portion of the Licensed
    Software;
(ii) Applications must add primary and substantial functionality to the
    Licensed Software so as not to compete with the Licensed Software;
(iii) Applications may not pass on functionality which in any way makes it
    possible for others to create software with the Licensed Software;
    provided however that Licensee may use the Licensed Software's
    scripting and QML ("Qt Quick") functionality solely in order to
    enable scripting, themes and styles that augment the functionality
    and appearance of the Application(s) without adding primary and
    substantial functionality to the Application(s);
(iv) Licensee shall not use Licensed Software in any manner or for any
    purpose that infringes, misappropriates or otherwise violates any
    Intellectual property or right of any third party, or that violates
    any applicable law;
(v) Licensee shall not use The Qt Company's or any of its suppliers'
    names, logos, or trademarks to market Applications, except that
    Licensee may use "Built with Qt" logo to indicate that
    Application(s) was developed using the Licensed Software;
(vi) Licensee shall not distribute, sublicense or disclose source code
    of Licensed Software to any third party (provided however that
    Licensee may appoint employee(s) of Contractors as Designated
Users to use Licensed Software pursuant to this Agreement. Such right may be available for the Licensee subject to a separate software development kit (“SDK”) license agreement to be concluded with The Qt Company;

(vii) Licensee shall not grant the Customers a right to (i) make copies of the Redistributables except when and to the extent required to use the Applications and/or Devices for their intended purpose, (ii) modify the Redistributables or create derivative works thereof, (iii) decompile, disassemble or otherwise reverse engineer Redistributables, or (iv) redistribute any copy or portion of the Redistributables to any third party, except as part of the onward sale of the Device on which the Redistributables are installed;

(viii) Licensee shall not and shall cause that its Affiliates or Contractors shall not use Licensed Software in any Prohibited Combination, unless Licensee has received an advance written permission from The Qt Company to do so. Absent such written permission, any and all distribution by the Licensee during the Term of a hardware device or product a) which incorporate or integrate any part of Licensed Software or Open Source Qt; or b) where the main user interface or substantial functionality is provided by software built with Licensed Software or Open Source Qt or otherwise depends on the Licensed Software or Open Source Qt, shall be considered to be Device distribution under this Agreement and shall be dependent on Licensee's compliance thereof (including but not limited to obligation to pay applicable License Fees for such distribution).

Notwithstanding what is provided above in this sub-section (viii), Licensee is entitled to use and combine Licensed Software with any Permitted Software;

(ix) Licensee shall cause all of its Affiliates and Contractors entitled to make use of the licenses granted under this Agreement, to be contractually bound to comply with the relevant terms of this Agreement and not to use the Licensed Software beyond the terms hereof and for any purposes other than operating within the scope of their services for Licensee. Licensee shall be responsible for any and all actions and omissions of its Affiliates and Contractors relating to the Licensed Software and use thereof (including but not limited to payment of all applicable License Fees);

(x) Except when and to the extent explicitly provided in this Section 3, Licensee shall not transfer, publish, disclose, display or otherwise make available the Licensed Software; and

(xi) Licensee shall not attempt or enlist a third party to conduct or attempt to conduct any of the above.

Above terms shall not be applicable if and to the extent they conflict with any mandatory provisions of any applicable laws.

Any use of Licensed Software beyond the provisions of this Agreement is strictly prohibited and requires an additional license from The Qt Company.
4. THIRD-PARTY SOFTWARE

The Licensed Software may provide links to third party libraries or code (collectively "Third-Party Software") to implement various functions. Third-Party Software does not comprise part of the Licensed Software. In some cases, access to Third-Party Software may be included with the Licensed Software. Such Third-Party Software will be listed in the "/src/3rdparty" source tree delivered with the Licensed Software or documented in the Licensed Software, as such may be amended from time to time. Licensee acknowledges that use or distribution of Third-Party Software is in all respects subject to applicable license terms of applicable third-party right holders.

5. PRE-RELEASE CODE

The Licensed Software may contain pre-release code and functionality, or sample code marked or otherwise stated with appropriate designation such as "Technology Preview", "Alpha", "Beta", "Sample" etc. ("Pre-Release Code").

Such Pre-Release Code may be present complimentary for the Licensee, in order to provide experimental support or information for new platforms or preliminary versions of one or more new functionalities or for other similar reasons. The Pre-Release Code may not be at the level of performance and compatibility of a final, generally available, product offering. The Pre-Release Code may not operate correctly, may contain errors and may be substantially modified by The Qt Company prior to the first commercial product release, if any. The Qt Company is under no obligation to make Pre-Release Code commercially available, or provide any Support or Updates relating thereto. The Qt Company assumes no liability whatsoever regarding any Pre-Release Code, but any use thereof is exclusively at Licensee's own risk and expense.

For clarity, unless Licensed Software specifies different license terms for the respective Pre-Release Code, the Licensee is entitled to use such pre-release code pursuant to Section 3, just like other Licensed Software, provided however that in the event Add-on Products are included and available as such Pre-Release Code, Licensee's right to use such Add-on Products is nevertheless subject to and conditional upon conclusion of separate agreement with The Qt Company.

6. LIMITED WARRANTY AND WARRANTY DISCLAIMER

The Qt Company hereby represents and warrants that it has the power and authority to grant the rights and licenses granted to Licensee under this Agreement.

Except as set forth above, the Licensed Software is licensed to Licensee "as is" and Licensee's exclusive remedy and The Qt Company's entire liability for errors in the Licensed Software shall be limited, at The Qt Company's option, to correction of the error, replacement of the Licensed Software or
return of the applicable fees paid for the defective Licensed Software for the time period during which the Licensee is not able to utilize the Licensed Software under the terms of this Agreement.

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THE QT COMPANY ON BEHALF OF ITSELF AND ITS LICENSORS, SUPPLIERS AND AFFILIATES, DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE AND NON-INFRINGEMENT WITH REGARD TO THE LICENSED SOFTWARE. THE QT COMPANY DOES NOT WARRANT THAT THE LICENSED SOFTWARE WILL SATISFY LICENSEE'S REQUIREMENTS OR THAT IT WILL OPERATE WITHOUT DEFECT OR ERROR OR THAT THE OPERATION THEREOF WILL BE UNINTERRUPTED.

7. INDEMNIFICATION AND LIMITATION OF LIABILITY

7.1. Limitation of Liability
EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY BE LIABLE TO THE OTHER PARTY FOR ANY LOSS OF PROFIT, LOSS OF DATA, LOSS OF BUSINESS OR GOODWILL OR ANY OTHER INDIRECT, SPECIAL, CONSEQUENTIAL, INCIDENTAL OR PUNITIVE COST, DAMAGES OR EXPENSE OF ANY KIND, HOWSOEVER ARISING UNDER OR IN CONNECTION WITH THIS AGREEMENT.

EXCEPT FOR (I) CASES OF GROSS NEGLIGENCE OR INTENTIONAL MISCONDUCT, AND (II) BREACH OF CONFIDENTIALITY, AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL EITHER PARTY'S TOTAL AGGREGATE LIABILITY UNDER THIS AGREEMENT EXCEED THE AGGREGATE LICENSE FEES PAID OR PAYABLE TO THE QT COMPANY FROM LICENSEE DURING THE PERIOD OF TWELVE (12) MONTHS IMMEDIATELY PRECEDING THE EVENT RESULTING IN SUCH LIABILITY.

THE PROVISIONS OF THIS SECTION 7 ALLOCATE THE RISKS UNDER THIS AGREEMENT BETWEEN THE QT COMPANY AND LICENSEE AND THE PARTIES HAVE RELIED UPON THE LIMITATIONS SET FORTH HEREIN IN DETERMINING WHETHER TO ENTER INTO THIS AGREEMENT.

NOTWITHSTANDING ANYTHING TO THE CONTRARY IN THIS AGREEMENT, LICENSEE SHALL ALWAYS BE LIABLE TO PAY THE APPLICABLE LICENSE FEES CORRESPONDING TO ITS ACTUAL USE OF LICENSED SOFTWARE.

8. SUPPORT, UPDATES AND ONLINE SERVICES

Upon due payment of the agreed License Fees the Licensee will be eligible to receive Support and Updates and to use the Online Services during the License Term, provided, however, that in the event the License Term is longer than 36 months, the initial payment includes Support for only the first 12 months, unless the Parties specifically otherwise agree.

Unless otherwise decided by The Company at its free and absolute discretion,
Upgrades will not be included in the Support but may be available subject to additional fees.

From time to time The Qt Company may change the Support terms, provided that during the respective ongoing License Term the level of Support provided by The Qt Company may not be reduced without the consent of the Licensee.

Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.

9. CONFIDENTIALITY

Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.
The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT

10.1. License Fees
License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.

10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant to agreed pricing terms or, if no specific pricing terms have been agreed upon, at The Qt Company's standard pricing terms applicable at the time of purchase. Unless specifically otherwise provided, any pricing terms referenced in this Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and Distribution Licenses to The Qt Company by email or any other method acceptable to The Qt Company (each such order is referred to herein as a "Purchase Order") for confirmation, whereupon the Purchase Order shall become binding between the Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will have an account of Distribution Licenses available for distributing the Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one Distribution License is used, and Licensee's account of available Distribution Licenses is decreased accordingly.

Licensee may distribute copies of the Redistributables so long as Licensee has Distribution Licenses remaining on its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by Licensee no later than thirty (30) days from the date of the applicable invoice from The Qt Company.
The Qt Company will submit an invoice to Licensee after the date of this Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the interest rate stipulated by applicable law, shall be charged on any unpaid balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but exclusive of any value added tax, use tax, sales tax, withholding tax and other taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or use of Licensed Software hereunder pursuant to any applicable law. Such applicable Taxes shall be paid by Licensee to The Qt Company, or, where applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall provide an exemption certificate to The Qt Company and any applicable authority.

11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on
behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company.

In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION
12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company's written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.
12.4. Parties' Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE

In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS

14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The
14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms.

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.
14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

**APPENDICES**

The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee’s License Certificate.

**APPENDIX 1**

The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with ‘X’ in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with ‘R’ in the below table.

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# This file contains a list of people who've made non-trivial # contribution to the Google C++ Testing Framework project. People # who commit code to the project are encouraged to add their names # here. Please keep the list sorted by first names.

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^tools/utils/qtcreator/
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o freetype-devel@nongnu.org

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## Change Log

### v25.0.1 (2019/01/10 19:29 +00:00)
- [f1c835b](https://github.com/davglass/license-checker/commit/f1c835b991b65dc928eafe64c29b73df9e703169) Updated readme with new args (@davglass)
- [ada667f](https://github.com/davglass/license-checker/commit/ada667f28e8ef4e96b5b6059f05541d05ca936c) changelog (@davglass)
- [7813f0d](https://github.com/davglass/license-checker/commit/7813f0db3b51f7cc4cd37d8e7b4670f9005fed06) contrib (@davglass)

### v25.0.0 (2019/01/10 15:09 +00:00)
- [cdb77d9](https://github.com/davglass/license-checker/commit/cdb77d9a2b36cd87503f32265a0ee388b25c24ae) 25.0.0 (@davglass)
- [b897345](https://github.com/davglass/license-checker/commit/b89734549bc05f6e1430836df6d3959d87eb2b8) [Fixes #136] Document --start option and add the depth option for looking into root dependencies or infinitely (@davglass)
- [#185](https://github.com/davglass/license-checker/pull/185) Merge pull request #185 from theboolean/fix/exclude-packages-and-private (@theboolean)
- [#184](https://github.com/davglass/license-checker/pull/184) Merge pull request #184 from theboolean/docs/fix-typo (@theboolean)
- [987a60f](https://github.com/davglass/license-checker/commit/987a60fbb58052cf36d5a80e6252e8136bb1dd8) changes 24.1.0 (@davglass)

### v24.1.0 (2018/12/14 20:54 +00:00)
- [18ab8a1](https://github.com/davglass/license-checker/commit/18ab8a1eb478d1354429ca4318c1df3de3e4cbb1) 24.1.0 (@davglass)
- [1dc0f6f](https://github.com/davglass/license-checker/commit/1dc0f616aebdef2d398c130a2a4f86c2b4e88e8) Changelog (@davglass)
- [#188](https://github.com/davglass/license-checker/pull/188) Fix for #153: remove deprecated package 'spdx' (#188) (@rogierschouten)
- [d1d34b1](https://github.com/davglass/license-checker/commit/d1d34b1a8894987807419c093c3ec10b4f06db3d) Fix typo in package.json description (@theboolean)
- [f5c9008](https://github.com/davglass/license-checker/commit/f5c9008a6d20b503e21c0d8130e52be526a5bfe8) Fix: Allow excluding packages and private packages together (@theboolean)
- [98c4dc6](https://github.com/davglass/license-checker/commit/98c4dc670fdebb6e58b62b38ebcb12302e5b1db5) changes (@davglass)

### v24.0.1 (2018/10/11 16:40 +00:00)
- [d72ae8a](https://github.com/davglass/license-checker/commit/d72ae8bcb80d8582e6d12c5e2664e9c19135709)
24.0.1 (@davglass)
- [9433e64](https://github.com/davglass/license-checker/commit/9433e640ea9f629aad5f00c22a4f61026b8116d) [Fixes #181] - Removed extra line break with --cvs (@davglass)
- [65bba28](https://github.com/davglass/license-checker/commit/65bba28f532f87ebb75a32578c7ac5837806d12f) contrib and changes (@davglass)

### v24.0.0 (2018/10/09 21:12 +00:00)
- [84d64a2](https://github.com/davglass/license-checker/commit/84d64a28fa971c3bf2b0b9e9de27cafe6e481b) 24.0.0 (@davglass)
- [#180](https://github.com/davglass/license-checker/pull/180) Feature: Exclude Private Packages (#180) (Jonny Reeves)
- [#179](https://github.com/davglass/license-checker/pull/179) Merge pull request #179 from jonny-improbable/fix/fix-strict-checks (@jonny-improbable)
- [179077d](https://github.com/davglass/license-checker/commit/179077d079aabcd0183aa6691cfe5c2ecf93f07) Fixes 176, Packages are not ignored when using --onlyAllow and --excludePackages. (@jonny-improbable)
- [890ca17](https://github.com/davglass/license-checker/commit/890ca17d179bc43a6cb7cf9626d9d1521dc9ac2) changelog (@davglass)

### v23.0.0 (2018/10/09 14:37 +00:00)
- [f243287](https://github.com/davglass/license-checker/commit/f243287fbc6da33838a226dfe8c412535390d4) 23.0.0 (@davglass)
- [#178](https://github.com/davglass/license-checker/pull/178) Merge pull request #178 from jonny-improbable/fix/filtering (@jonny-improbable)
- [#175](https://github.com/davglass/license-checker/pull/175) Merge pull request #175 from jonny-improbable/patch-1 (@jonny-improbable)
- [f2c6611](https://github.com/davglass/license-checker/commit/f2c6611d6c68e50b2bf656260026837e7167f44a) Fixes #177, --packages and --excludePackages filtering (@jonny-improbable)
- [0a598df](https://github.com/davglass/license-checker/commit/0a598df55c3ec33803ef33be07cc47a910eee961) Improve --onlyAllow violation Error
- [ee723af](https://github.com/davglass/license-checker/commit/ee723af79899a4d98ed067494a58f6aa41a44ac7) changes (@davglass)

### v22.0.0 (2018/10/08 19:00 +00:00)
- [bd398c3](https://github.com/davglass/license-checker/commit/bd398c3bce0279699c9aad1dc4b592f398a75766) 22.0.0 (@davglass)
- [#172](https://github.com/davglass/license-checker/pull/172) Merge pull request #172 from fzaininotto/exclude-packages (@fzaininotto)
- [014fd96](https://github.com/davglass/license-checker/commit/014fd9613fe5460e0b7a0fc118a659a337e25e2c) added changes (@davglass)

### v21.0.0 (2018/10/06 13:24 +00:00)
- [d75fe43](https://github.com/davglass/license-checker/commit/d75fe43d61a9d5b6696d71a663e25a53fd3d44f7) 21.0.0 (@davglass)
- [05cb221](https://github.com/davglass/license-checker/commit/05cb221359de4fffe1039f586cd9e88f7cb9d6398) [Fixes #174] - Moved private and unknown detection above filtering (@davglass)
- [bd5700](https://github.com/davglass/license-checker/commit/bd570088236dfb90253bdac27763523b2e74ff) Add an excludePackages option (@fzaininotto)
- [231bd3f](https://github.com/davglass/license-checker/commit/231bd3f2412507be1d702ad100b23c1b1fe93602)
updated readme (@davglass)
- [6c61a7b](https://github.com/davglass/license-checker/commit/6c61a7bd102466c702065d42706392c11717cc1d) changelog (@davglass)

### v20.2.0 (2018/07/30 13:49 +00:00)
- [28dc521](https://github.com/davglass/license-checker/commit/28dc5218dec3340778bd801593275ad1b222e53f) 20.2.0 (@davglass)
- [b169](https://github.com/davglass/license-checker/pull/169) Merge pull request #169 from codepunk/restore_previous_code_style (@codepunk)
- [5e4b274](https://github.com/davglass/license-checker/commit/5e4b274e955485fb2aba37e65f4c913b8042f38d) refactor: restore previous code style (@codepunk)
- [ed25d68](https://github.com/davglass/license-checker/commit/ed25d68a629602793e13232d3a2d97b92ee2044c6) test: add test for --packages flag (@codepunk)
- [0f53922](https://github.com/davglass/license-checker/commit/0f53922088be0b0fd4f8d7ea88b53d0137e45) feat: allow restricting output to specified packages (@codepunk)
- [5f63f87](https://github.com/davglass/license-checker/commit/5f63f8766a17e589b57db99bda4eb54d91b85b77) changes and contrib (@davglass)

### v20.1.0 (2018/06/07 14:33 +00:00)
- [970882a](https://github.com/davglass/license-checker/commit/970882a09b345c7f32496431e5ca4c069ad7e320) 20.1.0 (@davglass)
- [#165](https://github.com/davglass/license-checker/pull/165) Merge pull request #165 from santiagocanti/fix-exclude-not-adding-custom-licenses (@santiagocanti)
- [89e48a9](https://github.com/davglass/license-checker/commit/89e48a9d3d0c9f2e48bfec0d3563ce4b652e22) Fix exclude not including custom licenses (@santiagocanti)

### v20.0.0 (2018/05/17 14:14 +00:00)
- [0e89310](https://github.com/davglass/license-checker/commit/0e8931021df777cb401a9a332fa2a8c9a2c49eb2) 20.0.0 (@davglass)
- [c36a5c9](https://github.com/davglass/license-checker/commit/c36a5c99bb4f68816e4e19cad5090ba3c7ba67a4) changes (@davglass)
- [ccb66f3](https://github.com/davglass/license-checker/commit/ccb66f3410a4589e6f2b7cf1c3aefb1446bab460) contributors (@davglass)
- [9f156](https://github.com/davglass/license-checker/pull/156) Merge pull request #156 from zodiac403/copyright (@zodiac403)
- [56414b4](https://github.com/davglass/license-checker/commit/56414b4a67cb258e8bc805bbac712b677dc2) Add unit test for Copyright statement. (@zodiac403)
- [3eaf24](https://github.com/davglass/license-checker/commit/3eaf249ad662af727a9b7472f7ad6c1b9a73ade) fixing test coverage with switch to nyc from istanbul (@davglass)

### v19.0.0 (2018/04/30 14:51 +00:00)
- [7e83a06](https://github.com/davglass/license-checker/commit/7e83a069d23c104c3cd8257eb6466704ecca465) 19.0.0 (@davglass)
- [e5eb49b](https://github.com/davglass/license-checker/commit/e5eb49bcb5546dbc681f736f159d63908cd39ce9) upgrading packages (@davglass)
- [442ae6](https://github.com/davglass/license-checker/commit/442ae69b5d44e47bf2d2e441e4f86d387e49c6) Changelog (@davglass)
### v18.1.0 (2018/04/30 14:16 +00:00)
- [82ec91b](https://github.com/davglass/license-checker/commit/82ec91bb02e6bf998164b62b4aa827198156ad4c) 18.1.0 (@davglass)
- [4b546d3](https://github.com/davglass/license-checker/commit/4b546d38ce91bcbe8d21e7bc53e44635b0447fc2) contrib (@davglass)
- [#155](https://github.com/davglass/license-checker/pull/155) Merge pull request #155 from ktmouk/supress-path-property (@ktmouk)
- [#160](https://github.com/davglass/license-checker/pull/160) Merge pull request #160 from helio-frota/pr (@helio-frota)
- [8b068f2](https://github.com/davglass/license-checker/commit/8b068f25fe910d807e29312bc25b49aba4c7) fix: Updating debug dependency to fix a security warning (@helio-frota)
- [040dd94](https://github.com/davglass/license-checker/commit/040dd94682619666c5c40e4a418a9ba8f716c3a2) Copyright statement: Handle multi-line stagens (@zodiac403)
- [0480750](https://github.com/davglass/license-checker/commit/0480750506d6a1d704e8b51d3a289baa025b510) Fix layout issue. (@zodiac403)
- [9cb45f2](https://github.com/davglass/license-checker/commit/9cb45f2b9ce21142c0d1f556f017d754737a4c) Link with customFormat (@zodiac403)
- [f83aaa8](https://github.com/davglass/license-checker/commit/f83aaa85ad4cc29880802951d2ac86dc2d7f) Merge branch 'z4/copyright' of https://github.com/zodiac403/license-checker into z4/copyright (@zodiac403)
- [7536af9](https://github.com/davglass/license-checker/commit/7536af935d910786570e169ed8238f09960716) Trim output. (@zodiac403)
- [8716d465](https://github.com/davglass/license-checker/commit/8716d4656cae35263882bd2b6d6d0081f228b6b66) Suppress path property (@ktmouk)
- [be57ee8](https://github.com/davglass/license-checker/commit/be57ee876c8aaa0d227913b70e12ac0dc640) Add example for (c) statement. (@zodiac403)
- [fe177fc](https://github.com/davglass/license-checker/commit/fe177fc76dbdaae5ebf689a0d260a74e69f83f281) Parse (c) statements from LICENSE file. (@zodiac403)
- [#149](https://github.com/davglass/license-checker/pull/149) Merge pull request #149 from honzajavorek/patch-1 (@honzajavorek)
- [955bbf6](https://github.com/davglass/license-checker/commit/955bbf6070ffcd9f0d1ecf37bb84fbbac65c007b) remove the old status badge (@honzajavorek)

### v18.0.0 (2018/03/20 12:30 +00:00)
- [315de0b](https://github.com/davglass/license-checker/commit/315de0b1a881c8737c3c0131c217c4820df13a8) 18.0.0 (@davglass)
- [76655d5](https://github.com/davglass/license-checker/commit/76655d59bad95c2e52242aan3a0c0f36f060bd6) changelog (@davglass)
- [c8aa823](https://github.com/davglass/license-checker/commit/c8aa823342b7a250d510582c8a03dd76af50bd9c) added contributors (@davglass)
- [#147](https://github.com/davglass/license-checker/pull/147) Merge pull request #147 from honzajavorek/honzajavorek/license-files (@honzajavorek)
- [#148](https://github.com/davglass/license-checker/pull/148) Merge pull request #148 from honzajavorek/honzajavorek/use-stderr (@honzajavorek)
- [#146](https://github.com/davglass/license-checker/pull/146) Merge pull request #146 from honzajavorek/honzajavorek/fixed-e2e-tests (@honzajavorek)
- [#145](https://github.com/davglass/license-checker/pull/145) Merge pull request #145 from honzajavorek/honzajavorek/drop-4-add-8 (@honzajavorek)
- [0105f7d](https://github.com/davglass/license-checker/commit/0105f7dcf01a67b8f7c34371d95a1d76b191d5ed)
use stderr where applicable (@honzajavorek)
- [0ff8d91](https://github.com/davglass/license-checker/commit/0ff8d917c659446256074c0940ae43dd84930233) add support for LICENSE-MIT and similar (@honzajavorek)
- [f02589e](https://github.com/davglass/license-checker/commit/f02589e62c0ba8221081b8b1799d561c3ff20500) isolate and test the license file detection (@honzajavorek)
- [f0da0fe](https://github.com/davglass/license-checker/commit/f0da0fe2ab2f1658e4ed504bb034bf1536b9ff8) add warning about commas and test it (@honzajavorek)
- [3db0b6f](https://github.com/davglass/license-checker/commit/3db0b6f05a68ccff4f181503ca87edec4ef10cd7) fix e2e test (transition from comma delimiter to semicolon) (@honzajavorek)
- [cec3b73](https://github.com/davglass/license-checker/commit/cec3b73505ac40a2dca211e78427624d009585dc) let Travis CI to cache node_modules (@honzajavorek)
- [8cea3dc](https://github.com/davglass/license-checker/commit/8cea3dcecf1d185dc3ae3f37f44a82d7e123a1988) add Travis CI badge to the README (@honzajavorek)
- [8f59c3b](https://github.com/davglass/license-checker/commit/8f59c3b494f69b1d51535bcf80c0e06d0ef6bb) drop support for node 4, add support for node 8 (@honzajavorek)

### v17.0.0 (2018/03/19 13:26 +00:00)
- [cd5fdd8](https://github.com/davglass/license-checker/commit/cd5fdd8e94267d7d8f29e86dd9cbf86b994c037f1) 17.0.0 (@davglass)
- [13c11ee](https://github.com/davglass/license-checker/commit/13c11eeea1b1a3e012de62536100fcee91c355c8b) updated readme and help text (@davglass)
- [#144](https://github.com/davglass/license-checker/pull/144) Merge pull request #144 from creising/parser-fixes (@creising)
- [d2ab8df](https://github.com/davglass/license-checker/commit/d2ab8df30bc3e6b388b321a1e12a70cf477a69eb0) added support for lic with commas and spaces (@creising)
- [2075208](https://github.com/davglass/license-checker/commit/20752083e6029823fb389a30a1ed4d7d90fa9297) contrib and changelog (@davglass)
- [6c5274c](https://github.com/davglass/license-checker/commit/6c5274c6064d318844cf36185dea395e0893f08) [fixes #132] - Fixed issue with asFiles and path issues (@davglass)
- [a46c448](https://github.com/davglass/license-checker/commit/a46c4483f8723cb9498a65b7ae3d6d8164de0a) 16.0.0 (@davglass)
- [38d63e2](https://github.com/davglass/license-checker/commit/38d63e2c2c3fd6c11012fb69b1470b2ba06d5554) [fixes #128] - Added --onlyAllow option (@davglass)

### v16.0.0 (2018/01/18 15:02 +00:00)
- [#131](https://github.com/davglass/license-checker/pull/131) Merge pull request #131 from mischah/patch-1 (@mischah)
- [e341d17](https://github.com/davglass/license-checker/commit/e341d1701b97309ec4b51fa6eb23f7e9a589) Fix typo in Readme (@mischah)
- [cc38a20](https://github.com/davglass/license-checker/commit/cc38a2047bf41b6fe25266114a13a9bf54133e04) updated license text (@davglass)

### v15.0.0 (2017/10/19 14:24 +00:00)
- [a9bd001](https://github.com/davglass/license-checker/commit/a9bd001b649bfa186bae559bb8c67ff56383599) 15.0.0 (@davglass)
- [db621fa](https://github.com/davglass/license-checker/commit/db621fa8ebe0f870699c33be484bf49816ab7866) changelog (@davglass)
- [#124](https://github.com/davglass/license-checker/pull/124) Merge pull request #124 from
neverendingqs/app/stricterguesses (@neverendingqs)
- [#126](https://github.com/davglass/license-checker/pull/126) app - output now includes path to dependency. (#126) (@neverendingqs)
- [9f68b29](https://github.com/davglass/license-checker/commit/9f68b299b7fda73378cdab92e221be6c69bab191932) app - strengthening license guessing; resolves #123. (@neverendingqs)
- [3061c87](https://github.com/davglass/license-checker/commit/3061c8736f3416d86ca6c2a72b2f277def0e73) changes (@davglass)

### v14.0.0 (2017/08/28 13:22 +00:00)
- [2a4403](https://github.com/davglass/license-checker/commit/b2a440309e1537e52e5c5a2106f11e72d57b84ec) 14.0.0 (@davglass)
- [#122](https://github.com/davglass/license-checker/pull/122) Added --failOn [list] mode (#122) (@tobilg)

### v13.1.0 (2017/08/25 15:00 +00:00)
- [ee25265](https://github.com/davglass/license-checker/commit/ee25265f92fe0d3b603da6b8e88d175e0d1f2fa5) 13.1.0 (@davglass)
- [5bb9a17](https://github.com/davglass/license-checker/commit/5bb9a17f89d7e180b3a9d929e0073135262bd2f) changes (@davglass)
- [b1e0392](https://github.com/davglass/license-checker/commit/b1e0392afa4b511b7c532125d3165a828d3d4e3) added contrib (@davglass)
- [#121](https://github.com/davglass/license-checker/pull/121) Add `--summary` mode to show a summary with counts of the used licenses (#121) (@tobilg)
- [#119](https://github.com/davglass/license-checker/pull/119) Fix minor spelling mistakes (#119) (@tobiasbuescher)
- [#118](https://github.com/davglass/license-checker/pull/118) Minor readme text improvements (#118) (@peteruithoven)
- [d2bc5ea](https://github.com/davglass/license-checker/commit/d2bc5ea91ab50beceea91d5f005955fe9a6ac59) added license parsing info to README (@davglass)
- [3e9d320](https://github.com/davglass/license-checker/commit/3e9d320ac82e9f14297d6a4355680f34a9b0609d) changes (@davglass)

### v13.0.3 (2017/08/04 17:15 +00:00)
- [2ca76b7](https://github.com/davglass/license-checker/commit/2ca76b7f2849e153ee28410f3b7a41df3283b5) 13.0.3 (@davglass)
- [faddde8](https://github.com/davglass/license-checker/commit/faddde895ef9e6f182e2283c5605a8c1d8fa8a25) [fixes #117] fixed minor URL parsing (@davglass)
- [e58a868](https://github.com/davglass/license-checker/commit/e58a868268aef9d97735b364bd87d03140d76482) changes (@davglass)

### v13.0.2 (2017/07/18 16:24 +00:00)
- [2c712b7](https://github.com/davglass/license-checker/commit/2c712b7c76e6e916d60f3ef31257f019c46d59) 13.0.2 (@davglass)
- [ef812c1](https://github.com/davglass/license-checker/commit/ef812c1168901d08b97dbd450a64ca03bb7062ad) [fixes #114] - Custom URL/File parsing skipped if file found on disk (@davglass)

### v13.0.1 (2017/07/17 12:48 +00:00)
- [a1bf8f1](https://github.com/davglass/license-checker/commit/a1bf8f152b100d81b44757b3b7e141df6a971c44) 13.0.1 (@davglass)
### v13.0.0 (2017/07/14 12:49 +00:00)
- [d9e880](https://github.com/davglass/license-checker/commit/d9e880abd234d683d8e157e7a5f889c9156de4) 13.0.0 (@davglass)
- [051b20b](https://github.com/davglass/license-checker/commit/051b20b0c4b35f223f724705a0025dacf809373f) cleaned up some tests (@davglass)
- [#110](https://github.com/davglass/license-checker/pull/110) FEATURE: Recognise some custom licenses by file or url (#110) (@dancrumb)
- [#111](https://github.com/davglass/license-checker/pull/111) Resolves #60 (#111) Adding support for GPL and LGPL (@dancrumb)
- [#109](https://github.com/davglass/license-checker/pull/109) FEATURE: Improve license exclusion (#109) (@dancrumb)
- [#108](https://github.com/davglass/license-checker/pull/108) FEATURE: Detect private modules and report them as UNLICENSED (#108) (@dancrumb)

### v12.1.0 (2017/07/12 16:48 +00:00)
- [dc944e5](https://github.com/davglass/license-checker/commit/dc944e54d55d77b0ef6b6321d9abee847662cc8) 12.1.0 (@davglass)
- [d415c58](https://github.com/davglass/license-checker/commit/d415c580b04bc5eefaf92dcd9fa0a31b244c1bd3) updated contrib and changes (@davglass)
- [#107](https://github.com/davglass/license-checker/pull/107) Merge pull request #107 from dancrumb/support-for-public-domain-licenses (@dancrumb)
- [0c55770](https://github.com/davglass/license-checker/commit/0c55770294167161c48b79cc82a15a6545154a87) FEATURE: Add support for Public Domain licenses (@dancrumb)

### v12.0.0 (2017/07/05 13:33 +00:00)
- [8b74fa1](https://github.com/davglass/license-checker/commit/8b74fa1fe3b5ed0d217aa3ce86f4662eb024621) 12.0.0 (@davglass)
- [4f3367c](https://github.com/davglass/license-checker/commit/4f3367c2bf2e9713a6cccd1134f7f4fa70ed400) changes & contrib (@davglass)
- [#106](https://github.com/davglass/license-checker/pull/106) Merge pull request #106 from helio-frota/license-file-readme (@helio-frota)
- [a229507](https://github.com/davglass/license-checker/commit/a2295073d0178dca1b88e85ea8f52c21d35e52fc) src: the README is added as licenseFile (@helio-frota)
- [b59d90d](https://github.com/davglass/license-checker/commit/b59d90d8705f6f728c817b89936f95097d26857b) changes & contrib (@davglass)

### v11.0.0 (2017/05/30 13:33 +00:00)
- [258df10](https://github.com/davglass/license-checker/commit/258df102da484943088da8e0b6160b800e703cd) 11.0.0 (@davglass)
- [#102](https://github.com/davglass/license-checker/pull/102) Merge pull request #102 from xswordsx/multiple-licenses (@xswordsx)
Check for SPDX-compatible licenses (@xswordsx)

### v10.1.0 (2017/05/25 16:16 +00:00)
- [b52a16d](https://github.com/davglass/license-checker/commit/b52a16d0ba414e7287f82325dd65619cd76afdd1) 10.1.0 (@davglass)
- [f911a99](https://github.com/davglass/license-checker/commit/f911a99190332549f5ecbbf69362cb171436688e) contrib & changes (@davglass)
- #[100](https://github.com/davglass/license-checker/pull/100) Suppress JSON properties with custom format (#100) (@tbbstny)
- [ed5b3ab](https://github.com/davglass/license-checker/commit/ed5b3ab50825f0be032958f8233dd3000ee98e85) changelog (@davglass)

### v10.0.0 (2017/05/17 13:51 +00:00)
- [b2c2283](https://github.com/davglass/license-checker/commit/b2c2283cf5a937e64a07ab200ec2379e481903b6) 10.0.0 (@davglass)
- [a0406ac](https://github.com/davglass/license-checker/commit/a0406ac2c7a0b1037ca31b47e36d316b9c088938) fixes #96 - do not replace newline, etc in licenses for exporting to json/markdown (@davglass)
- [98a03fa](https://github.com/davglass/license-checker/commit/98a03fa700ef6d038cc2f9104ea5cf17c82a10ad) fixes #97 - Added a newline to the output file (@davglass)
- #[98](https://github.com/davglass/license-checker/pull/98) Merge pull request #98 from davglass/eslint (@davglass)
- [10fe441](https://github.com/davglass/license-checker/commit/10fe441a2e70e549e57f7da99d2287fc55355500) moved to eslint (@davglass)
- [f82b535](https://github.com/davglass/license-checker/commit/f82b535d3b7f152fa00bb4680e94af18d11c1421d) changelog (@davglass)

### v9.0.3 (2017/04/10 13:42 +00:00)
- [a0fd60f](https://github.com/davglass/license-checker/commit/a0fd60f972b7c84a32117b3df1c1f95bfa2282f27) 9.0.3 (@davglass)
- [f95](https://github.com/davglass/license-checker/pull/95) Merge pull request #95 from abtris/prefix-component (@abtris)
- [3b80272](https://github.com/davglass/license-checker/commit/3b80272a217687c2f0cd7a0c1e98775064d820ff) test: add test for csvComponentPrefix (@abtris)
- [d593554](https://github.com/davglass/license-checker/commit/d593554ca16b4f7e004e4a230ca88cb7294f8351) feat: add support for csvComponentPrefix (@abtris)
- [5b2eea1](https://github.com/davglass/license-checker/commit/5b2eea12d8c54068a01a2cf1fd9bdec8c1f0fa2) added contrib (@davglass)

### v9.0.2 (2017/04/05 14:55 +00:00)
- [f24833b](https://github.com/davglass/license-checker/commit/f24833bce846f608ec3d8c327d335da56c42b895) 9.0.2 (@davglass)
- [f94](https://github.com/davglass/license-checker/pull/94) Merge pull request #94 from timbru31/fixed-comma-exclude (@timbru31)
- [2d08a77](https://github.com/davglass/license-checker/commit/2d08a77030362c7ab03ac12358dd524c0be47eee) contrib & changelog (@davglass)

### v9.0.1 (2017/04/05 13:09 +00:00)
### v9.0.0 (2017/04/04 12:26 +00:00)
- [267c80e](https://github.com/davglass/license-checker/commit/267c80efac89eef70c7a12b8f12b3dc8e6d58dd) 9.0.0 (@davglass)
- [057af47](https://github.com/davglass/license-checker/commit/057af47bc52ac526f646ba21496f338689801809) added licenseFile assertion to tests (@davglass)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f85f5c855d8e75ab1459e0b0ce4f3993ba4) fix: allow escaped commas in exclude string (@timbru31)
- [da4d73c](https://github.com/davglass/license-checker/commit/da4d73c0f6e22f50d0e5c54364eef5b7bce7f1a4) test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59bb9457df354fa3095189235b6e030df1a) feat: add licenseText only for customFormat (@abtris)
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039cacb50f0df1b5f3) updated contribs and changelog (@davglass)

### v8.0.4 (2017/02/15 16:21 +00:00)
- [b704bc1](https://github.com/davglass/license-checker/commit/b704bc18a43de246302b8ff6933f8fe5f96ee3a6) guess BSD-Source-Code license (@drewfish)
- [8d31eab](https://github.com/davglass/license-checker/commit/8d31eabf671d32e6f3e63215d6530d7fb4acc59) Add docs about customFormat option (@pawamoy)
- [2529d31](https://github.com/davglass/license-checker/commit/2529d3118dfae53f1e01056ec99f5c542cb8d63e) changes (@davglass)

### v8.0.3 (2016/11/10 17:04 +00:00)
- [66fd7b5](https://github.com/davglass/license-checker/commit/66fd7b5ad5577cc2c85668a7c6607365c86a2c85) 8.0.3 (@davglass)
- [8d7fb2f](https://github.com/davglass/license-checker/commit/8d7fb2f85f5c855d8e75ab1459e0b0ce4f3993ba4) fix: allow escaped commas in exclude string (@timbru31)
- [da4d73c](https://github.com/davglass/license-checker/commit/da4d73c0f6e22f50d0e5c54364eef5b7bce7f1a4) test: fix test, remove check from non custom format (@abtris)
- [dcd3b59](https://github.com/davglass/license-checker/commit/dcd3b59bb9457df354fa3095189235b6e030df1a) feat: add licenseText only for customFormat (@abtris)
- [4e02eca](https://github.com/davglass/license-checker/commit/4e02eca6e8bd332ff6d90e5039cacb50f0df1b5f3) updated contribs and changelog (@davglass)
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- [668bbd3](https://github.com/davglass/license-checker/commit/668bbd38fd5148f99c5263f4e0506e04d5e3f8a0) guess CC0-1.0, upgraded jshint (@drewfish)

### v8.0.2 (2016/11/09 21:57 +00:00)
- [0bddd8](https://github.com/davglass/license-checker/commit/0bddd8cb990e1f5ffacde1c12cc708185a5b866) 8.0.2 (@davglass)
- [ef67bb4](https://github.com/davglass/license-checker/commit/ef67bb454373352343faa49d4dc978a295bd1544) updated semver (@davglass)
- [14b5c85](https://github.com/davglass/license-checker/commit/14b5c8551ccbb5c5ce8aa76fb5367857c891d013) Changelog (@davglass)

### v8.0.1 (2016/11/09 21:51 +00:00)
- [594871d](https://github.com/davglass/license-checker/commit/594871d6197a030121f940500495e6ca7d82f02c) 8.0.1 (@davglass)
- [c243663](https://github.com/davglass/license-checker/commit/c243663b0ab8a012625129a57b2c47369a51ebf) added contrib (@davglass)
- [#86](https://github.com/davglass/license-checker/pull/86) Merge pull request #86 from drewfish/copying (@davglass)
- [380aa26](https://github.com/davglass/license-checker/commit/380aa26799cb527739907484e69c6da26d5f17a) also support COPYING file (@davglass)
- [329c367](https://github.com/davglass/license-checker/commit/329c3676d0cd5c5947a53fd205f23b767b7f882) handling undefined@undefined error better (@davglass)
- [1f93a07](https://github.com/davglass/license-checker/commit/1f93a072632aad0660b63f61c56c3bd2fe109474) changelog (@davglass)

### v8.0.0 (2016/09/09 13:23 +00:00)
- [44c2c48](https://github.com/davglass/license-checker/commit/44c2c48ae177915523fd89a7447fe0953408bf) 8.0.0 (@davglass)
- [b5f5c6a](https://github.com/davglass/license-checker/commit/b5f5c6ae03a8c60c52fdd308f1721744a4baa99) [fixes #78] - include notice file if found (@davglass)
- [dfcbdf6](https://github.com/davglass/license-checker/commit/dfcbdf6f4966ad74e065f71e45cb0d8ba8fe62ab) changelog (@davglass)
- [99976d0](https://github.com/davglass/license-checker/commit/99976d07980e241384e10341d0305d08de9cea5) 7.1.1 (@davglass)
- [ef857b7](https://github.com/davglass/license-checker/commit/ef857b7e9bab706299a1cc565ec5d144893af424) [fixes #77] fixed readme file name parsing, made it more strict (@davglass)

### v7.1.1 (2016/09/07 19:16 +00:00)
- [28be6d4](https://github.com/davglass/license-checker/commit/28be6d4128a3625cf8ed37ba149e79ed3a41b4fa) changelog (@davglass)

### v7.1.0 (2016/09/07 15:12 +00:00)
- [9f8b7f1](https://github.com/davglass/license-checker/commit/9f8b7f1c367df7e6342ee5f5cc9717bf97281aa) 7.1.0 (@davglass)
- [60fce1a](https://github.com/davglass/license-checker/commit/60fce1a24a4ef5add98a08ddc8a88570db3f4a6) Fixed order of operations for parsing (@davglass)
- [9d4db11](https://github.com/davglass/license-checker/commit/9d4db112794b8110a1bfe0abfe2d3e63bc812299) Updated changelog (@davglass)
### v7.0.0 (2016/09/06 14:50 +00:00)
- [a3a08da](https://github.com/davglass/license-checker/commit/a3a08da70b680d724045f655e107f36b16b45fca) 7.0.0 (@davglass)
- [b993399](https://github.com/davglass/license-checker/commit/b9933994472162cc9c4292cb42f2900e17a5167f) added contrib (@davglass)
- [d783029](https://github.com/davglass/license-checker/commit/d7830297b053496e45b7145b3cfa5809ac8ab1d1) Fixes #76 - If readme data not found, look for it on disk (@davglass)
- [#75](https://github.com/davglass/license-checker/pull/75) Merge pull request #75 from revov/master (@revov)
- [6204a24](https://github.com/davglass/license-checker/commit/6204a244ee71ae0329b4f2c1ca6cf37713741f32) Fix incorrect example in README (@revov)
- [90e24ac](https://github.com/davglass/license-checker/commit/90e24ac9ad20591d5ac166ccec974034fb997b30a) Added changelog (@davglass)
- [dd768c6](https://github.com/davglass/license-checker/commit/dd768c6c8ecb39b596881a2eeca582ad4bb816879) Added contributors (@davglass)

### v6.0.0 (2016/08/26 19:46 +00:00)
- [4bca140](https://github.com/davglass/license-checker/commit/4bca140db752b7b98ad1e261e5ee965d84995741) 6.0.0 (@davglass)
- [889ff17](https://github.com/davglass/license-checker/commit/889ff171ae0b1a210804c9100ca9ea528a264d81) updating tests (@davglass)
- [ed18801](https://github.com/davglass/license-checker/commit/ed188010351c4afb44db0d32fa1025de53bf10f) Merge branch 'nodeback' of git://github.com/bengl/license-checker into bengl-nodeback (@davglass)
- [34bb266](https://github.com/davglass/license-checker/commit/34bb26677cd0e25500fa545df4df18aeef216bbcc7) dropping node 0.10 and adding node 6.0 to Travis (@davglass)
- [1d30667](https://github.com/davglass/license-checker/commit/1d306674a7fface2cad31f2bd76d7584c79222bce) updating tests (@davglass)
- [65d7c73](https://github.com/davglass/license-checker/commit/65d7c73f967111003cc71ae24a4a5391bd48046) Cleaned up some code (@davglass)
- [f753998](https://github.com/davglass/license-checker/commit/f753998a06cb5fd9ff6430b3588a3b3cf81339) Merge branch 'master' of git://github.com/amittkSharma/license-checker into amittkSharma-master (@davglass)
- [28e4462](https://github.com/davglass/license-checker/commit/28e4462543724685080c1623dc2dbd57cabb1e30) Added tests and cleaned up linting (@davglass)
- [153857a](https://github.com/davglass/license-checker/commit/153857a251a97d14c883f6479579844b2980b5aa) Publisher Information incorporated.
- [1265cb3](https://github.com/davglass/license-checker/commit/1265cb38d186ab1609dbd6a14212378f8a15846) Added ability to output individual license files (@aweber1)
- [49e11d0](https://github.com/davglass/license-checker/commit/49e11d049645d565b7ef6d3c778af54eb13af888) fix tests (@bengl)
- [26ff6cf0](https://github.com/davglass/license-checker/commit/26ff6cf0d343c372c9a18f9c0c137608b3d5e4fa) use nodeback/errback (@bengl)

### v5.1.2 (2016/05/04 18:32 +00:00)
- [7101c77](https://github.com/davglass/license-checker/commit/7101c77667ad134fe01f02c298e7df2a4080e311) 5.1.2 (@davglass)
- [#67](https://github.com/davglass/license-checker/pull/67) Merge pull request #67 from graingert/patch-2 (@graingert)
- [a6ec290](https://github.com/davglass/license-checker/commit/a6ec2904eb7fced220dcefe8548f800e74fde3a2)
Upgrade read-installed (@graingert)
- [42e29c6](https://github.com/davglass/license-checker/commit/42e29c637940959121842762d74921bece5e8d93) migrating tests from vows to mocha (@davglass)

### v5.1.1 (2016/04/14 13:20 +00:00)
- [6ae0334](https://github.com/davglass/license-checker/commit/6ae03348ca8e5835ac732028afdab664a381cf4) 5.1.1 (@davglass)
- [0720a46](https://github.com/davglass/license-checker/commit/0720a46569f3e12eb398165526944f307e08aad6) Fixes #64 - Turn off color for --json/markdown/csv options (@davglass)

### v5.1.0 (2016/03/09 15:50 +00:00)
- [86772d2](https://github.com/davglass/license-checker/commit/86772d202b63d4a4c6729b9a774193ca6ef5eb3f) 5.1.0 (@davglass)
- [#61](https://github.com/davglass/license-checker/pull/61) Merge pull request #61 from sgtdek/master (@davglass)
- [6547ac1](https://github.com/davglass/license-checker/commit/6547ac1ded58560c7c4abdfc68fa69d17b81fe1e) Removed obsolete d[key].name assignment from tests (@davglass)
- [00b18a6](https://github.com/davglass/license-checker/commit/00b18a6012387e1a4a8284e07bf2d08740e03dd) Added a --relativeLicensePath option to display the license file relatively to the current path. (@davglass)
- [629da20](https://github.com/davglass/license-checker/commit/629da201e0d1170057fd9e9e05efcb293d2f1bd) Added latest contributors (@davglass)

### v5.0.1 (2016/02/08 15:57 +00:00)
- [33731fc](https://github.com/davglass/license-checker/commit/33731fca482936a7a18ffe3fca2f3cd41e3a625) 5.0.1 (@davglass)
- [fe06eae](https://github.com/davglass/license-checker/commit/fe06eaeff8844d050af080d576a21dd605131cde) Fixed replace (@davglass)
- [997914f](https://github.com/davglass/license-checker/commit/997914fd6f94030452d4d9bf549eb156ae8ef7c0) fixed git+https URLs (@graingert)
- [57](https://github.com/davglass/license-checker/pull/57) Merge pull request #57 from Damien-Larime/doc-license-asterisk (@Damien-Larime)
- [2adff2d](https://github.com/davglass/license-checker/commit/2adff2da98a5af79479a162e4998eb5892ab31c3) Explicit the asterisk in license report (@Damien-Larime)
- [b2fc9ef](https://github.com/davglass/license-checker/commit/b2fc9efc8eaa008c7593037d046f245a7ce7f25) 5.0.0 (@davglass)
- [7f71c53](https://github.com/davglass/license-checker/commit/7f71c53833cf1318ffe84215fcb1291f9ce4fbd5) updated contributors (@davglass)

### v5.0.0 (2016/01/22 15:31 +00:00)
- [55](https://github.com/davglass/license-checker/pull/55) Merge pull request #55 from davglass/devflag (@davglass)
- [ff1d8f2](https://github.com/davglass/license-checker/commit/ff1d8f20d5d7248a4f61e2fc9279fdfe91a6ec6) supporting --production and --development flags (@davglass)
- [53](https://github.com/davglass/license-checker/pull/53) Merge pull request #53 from swashcap/enhancement/#46-verbose-output (@swashcap)
- [54](https://github.com/davglass/license-checker/pull/54) Merge pull request #54 from davglass/travis-updates (@davglass)
- [2c80d9d](https://github.com/davglass/license-checker/commit/2c80d9d2dccc59340698630144256096a91e23f22) fixing tests in other node versions (@davglass)
[78820ac](https://github.com/davglass/license-checker/commit/78820ac33ab8aed74809c8a5f8847705c8b2848e) - Travis config updates (@davglass)

[94263b](https://github.com/davglass/license-checker/commit/f94263b203046e2f53d64997b0261498010e38d) - Update documentation for debug use. (@swashcap)

[429e44d](https://github.com/davglass/license-checker/commit/429e44d697527221ef22bb03a9d67820015446f) - Change `console.error` call to use debug module. (@swashcap)

[7312daf](https://github.com/davglass/license-checker/commit/7312daf7af195a1b9d1bf290fae15963fbb2ab4) - Add debug to project. (@swashcap)

### v4.2.0 (2015/10/20 13:44 +00:00)

[3583d92](https://github.com/davglass/license-checker/commit/3583d925e96fc9f63b3bbf0110b11e8448aed0e7) - 4.2.0 (@davglass)

[981eeda](https://github.com/davglass/license-checker/commit/981eeda898084dea88d54ea29c5bda93c5313fb6) - Fixes #49: Default to unknown if licenses null and added ISC support (@davglass)

### v4.1.2 (2015/09/29 13:46 +00:00)

[ba946dd](https://github.com/davglass/license-checker/commit/ba946dd1065e762c36b27dcecd9bb7389ad18d4) - 4.1.2 (@davglass)

[#48](https://github.com/davglass/license-checker/pull/48) - Merge pull request #48 from CantemoInternal/master (@CantemoInternal)

[e314a6d](https://github.com/davglass/license-checker/commit/e314a6d1f505d19478c33871640a763fabff6abd) - Add debug to project. (@mattiasa)

### v4.1.1 (2015/09/12 14:39 +00:00)

[c918314](https://github.com/davglass/license-checker/commit/c918314bfc687b647d1d288bb5857dd1caac1393) - 4.1.1 (@davglass)

[#47](https://github.com/davglass/license-checker/pull/47) - Merge pull request #47 from tmpvar/ensure-bin-runs (@tmpvar)

[a842eca](https://github.com/davglass/license-checker/commit/a842eaae4f008c07df3039daac4641d7273625) - Fix json, csv and markdown output for license-checker (@mattiasa)

### v4.1.0 (2015/09/09 14:52 +00:00)

[a4bb437](https://github.com/davglass/license-checker/commit/a4bb437ff806c0832f877da2de7a107863d0af) - 4.1.0 (@davglass)

[ddd317a](https://github.com/davglass/license-checker/commit/ddd317a5af9344f0021812b8d00e39bbbf07a0) - Fixed all the windows line endings (@davglass)

[11e6487](https://github.com/davglass/license-checker/commit/11e64870484435e1e6f8efb9bf013e6b2f737a6b) - Fix issues caused by merge (@ptusch)

[313a7ed](https://github.com/davglass/license-checker/commit/313a7edc3dbdf8d50e43ba8da89306d3c89326bc) - Merge remote-tracking branch `remotes/upstream/master` into ft_custom_format (@ptusch)

[1f5e326](https://github.com/davglass/license-checker/commit/1f5e326dca91f8a3969e02efe3eac9d82a82) - added contributors to package.json (@davglass)

[#45](https://github.com/davglass/license-checker/pull/45) - Merge pull request #45 from hufsm/ft_error_handling (@hufsm)

[c806034](https://github.com/davglass/license-checker/commit/c806034ab66feae7f297d0c23af536b290b8e8c81) - Remove unused var statement (@ptusch)
- [778b1fa](https://github.com/davglass/license-checker/commit/778b1fa1a9c1be0c816545165020522d2dfb17ef) More tests to fulfill the required % (@ptusch)

- [22257d9](https://github.com/davglass/license-checker/commit/22257d95490765db816578cc48c2b5b62699f1aa) Add tests for licenses (WTFPL) (@ptusch)

- [0fe7561](https://github.com/davglass/license-checker/commit/0fe75611a73970fe9e9e0a6b2d4bcee5250435b2) Change license shortcut for WTFPL (@ptusch)

- [83ca10](https://github.com/davglass/license-checker/commit/83ca10493a5a05fba6c0e80b5c03f9cd465d6) More tests for the custom formatter (@ptusch)

- [96c2d6f](https://github.com/davglass/license-checker/commit/96c2d6f24c509df2b3f66bd8b83a613fe8d9ecc) Add tests for customFormatter (@ptusch)

- [c9948c4](https://github.com/davglass/license-checker/commit/c9948c4b72cccd053ba63f4fd2a6a6d0a46493) Add test configs (@ptusch)

- [4b2dea0](https://github.com/davglass/license-checker/commit/4b2dea0c124f6aba63ab2129625825cb3a6570) Fix merge issues - semicolon slipped through (@ptusch)

- [cc7662a](https://github.com/davglass/license-checker/commit/cc7662a46719c7745410e3ac2b782f937dc54ef) More tests for the custom formatter (@ptusch)

- [04a2294](https://github.com/davglass/license-checker/commit/04a2294b82a8227cccb83d76f73c7bd7cf62af533) Add additional test (@ptusch)

- [52fa91c](https://github.com/davglass/license-checker/commit/52fa91c5cbbc345736e6e97f400a27a773502d2) Add parseJson test (@ptusch)

- [d8f46c5e](https://github.com/davglass/license-checker/commit/d8f46c5e6970737dd3085688e7b601e9ea4546417) Fix tests after merge conflict (@ptusch)

- [7eac458](https://github.com/davglass/license-checker/commit/7eac4583f803b5bda4ef966768b457fe8dc44) Merge branch 'master' into ft_custom_format (@ptusch)

- [4aa7065](https://github.com/davglass/license-checker/commit/4aa7065c5eef88d49c3684369b2edd9802c3f374) Add tests for customFormat (@ptusch)

### v4.0.0 (2015/09/04 13:40 +00:00)

- [3fba5b](https://github.com/davglass/license-checker/commit/3fba5b5d4a989ea8c17328eabf71c4d5e99eb17e) 4.0.0 (@davglass)

- [ce8d661](https://github.com/davglass/license-checker/commit/ce8d66108a49af7855c16231ce675c567a2ffe7f) tests: added 100% coverage for license file (@davglass)

- [#42](https://github.com/davglass/license-checker/pull/42) Merge pull request #42 from ptusch/ft_onlyunknown (@ptusch)

- [892e90](https://github.com/davglass/license-checker/commit/892e90413be0362f19e755048e9218c372ab6f8) Add tests for the error generation (@ptusch)

- [1a93a41](https://github.com/davglass/license-checker/commit/1a93a41569a53a1580c942c903a5bc127ad2692) Add error handling (@ptusch)

- [6b79145](https://github.com/davglass/license-checker/commit/6b791457463dca71b22b09eef16b8f982db682) Add additional check to negate the test (@ptusch)

- [559f72c](https://github.com/davglass/license-checker/commit/559f72ccab2420bc42bf2b8498702dad13ef967a) Add test for the first function call. (@ptusch)

- [fa8ff6d](https://github.com/davglass/license-checker/commit/fa8ff6d69fd8ae475484a9b47b57a7b6ea738856) Remove trivial UNKNOWN check (@ptusch)

- [6fa4eef](https://github.com/davglass/license-checker/commit/6fa4eef8c045ab2b0a1291b45990edf52adfe0e2) Merge branch 'master' into ft_custom_format (@ptusch)
- [efe23d9](https://github.com/davglass/license-checker/commit/efe23d991fcfb40d6c6980bf13461408da822b1f) Merge branch 'master' into ft_onlyunknown (@ptusch)
- [c287959](https://github.com/davglass/license-checker/commit/c287952858805d7ecd0304a39c5cf079efe6a7c) Add option to only show unknown licenses (@ptusch)
- [f43](https://github.com/davglass/license-checker/pull/43) Merge pull request #43 from senotrusov/master (@senotrusov)
- [d7a663f](https://github.com/davglass/license-checker/commit/d7a663f9deeb4d7a648a6d2cb9db844d5667ee540) Add test for exclude option. (@senotrusov)
- [45a27de](https://github.com/davglass/license-checker/commit/45a27de02a3c1d5f786e3f8e14b6e335788c23ba) Add option to exclude from the output modules which licenses are in the comma-separated list (@senotrusov)
- [f41](https://github.com/davglass/license-checker/pull/41) Merge pull request #41 from ptusch/ft_path_to_unknown_dependency (@ptusch)
- [1ff5f22](https://github.com/davglass/license-checker/commit/1ff5f225fd2ba97edfd3ef3f6462981832740c19) Add option to see the path of a dependency if unknown (@ptusch)
- [ea4d629](https://github.com/davglass/license-checker/commit/ea4d6297de32d94201bb4786da7b824d928c8f2) Add additional 'undefined' checks (@ptusch)
- [af043a2](https://github.com/davglass/license-checker/commit/af043a2c11af45d28bfce71914cd10672855b3297) Merge branch 'master' into ft_custom_format (@ptusch)
- [2d94a19](https://github.com/davglass/license-checker/commit/2d94a19e577836345a4227893a82956141b2e) updating the docs for --unknown to make it clear (@davglass)
- [38a2bd2](https://github.com/davglass/license-checker/commit/38a2bd28a9597db06d8425f8f1070054b38bbcf) Fix codestyle and whitespaces (@ptusch)
- [dd173ba](https://github.com/davglass/license-checker/commit/dd173bad65368de6140476ffe5ae3768fb9618) Add --customPath in README.md (@ptusch)
- [911fc1c](https://github.com/davglass/license-checker/commit/911fc16b5cc27a32ac60bb409c08be138bc707) Finalize the customFormat (markdown) (@ptusch)
- [8102091](https://github.com/davglass/license-checker/commit/8102091f7949fa8b73cfc803e4aead3624b81148) Add functionality to add a custom format (@ptusch)

### v3.1.0 (2015/06/29 14:25 +00:00)
- [59e1e58](https://github.com/davglass/license-checker/commit/59e1e58ca0bea1cd383da1712fe7ca624d860b0) 3.1.0 (@davglass)
- [0e33f7a](https://github.com/davglass/license-checker/commit/0e33f7a2cb9fa69d13d1e2b5c69f70f885e09e08) reformatted code, fixed lint issues and added tests (@davglass)
- [83a7f09](https://github.com/davglass/license-checker/commit/83a7f0933d1c1f331279e53fccc13e4efface91) Merge branch 'asMarkdown' of git://github.com/ptusch/license-checker into ptusch-asMarkdown (@davglass)
- [703ad47](https://github.com/davglass/license-checker/commit/703ad471473559e052676e8fd24c74e5b9d3aee0) fixing tests (@davglass)
- [2d9fffd](https://github.com/davglass/license-checker/commit/2d9fffd75192e9812692c9099481d23e265bb493) Added Markdown Option (@ptusch)
- [67dca36](https://github.com/davglass/license-checker/commit/67dca365b941a7265e4a98d2de533b22c761b169) Remove color tags (@ptusch)

### v3.0.3 (2015/06/03 13:35 +00:00)
- [7475c12](https://github.com/davglass/license-checker/commit/7475c129bf291289e46169692a962ae537401e8) 3.0.3 (@davglass)
- [c7dae0f](https://github.com/davglass/license-checker/commit/c7dae0fe5317a17b3ae6f61e8c118fafa6bb43a56) spdx license (@davglass)
### v3.0.2 (2015/05/12 20:29 +00:00)
- [01f3b53](https://github.com/davglass/license-checker/commit/01f3b5384998be6243d38e0d95a4478e5fe3cfa5) 3.0.2 (@davglass)
- [fc0e083](https://github.com/davglass/license-checker/commit/fc0e0832ee291c55e53ef6b37a7b9d89f191bc7) defensive code, fixes #34 (@davglass)

### v3.0.1 (2015/05/04 12:28 +00:00)
- [0479570](https://github.com/davglass/license-checker/commit/0479570fa87ecce9b37fb25afaee7faae6636) 3.0.1 (@davglass)
- [d85e355](https://github.com/davglass/license-checker/commit/d85e355b55998952facf202eaf8d374fec69a7e) Checking for valid path first (@davglass)

### v3.0.0 (2015/04/24 14:38 +00:00)
- [22b61d](https://github.com/davglass/license-checker/commit/e22b61d5d32ef7fb18627f55a97e1863a78096) 3.0.0 (@davglass)
- [dce9635](https://github.com/davglass/license-checker/commit/dce963583dd207eca4badff3b3e0d033a038f17b5) always try to find and log the license file (@davglass)

### v2.0.2 (2015/01/26 18:18 +00:00)
- [490f31d](https://github.com/davglass/license-checker/commit/490f31d6820f068814cfe27adf3af1ac6d58f733) 2.0.2 (@davglass)
- [a3fedefb](https://github.com/davglass/license-checker/commit/a3fedef8fafd7ec64714debf793d757a9e8ad065) fixes #30 (@davglass)

### v2.0.1 (2015/01/12 18:34 +00:00)
- [898fb5](https://github.com/davglass/license-checker/commit/898fb53fa289338cf8a9a1735eea440c2a6c525) 2.0.1 (@davglass)
- [2da23db](https://github.com/davglass/license-checker/commit/2da23db2f240e7e73efdfi93cc554e4d7783af225) cleaned up spacing and moved vars around (@davglass)
- [d47de45](https://github.com/davglass/license-checker/commit/d47de45c992dbdbb15bfb45e8af7f18ee0ca737) fixes #29 (@davglass)

### v2.0.0 (2014/12/04 16:34 +00:00)
- [f94edfe](https://github.com/davglass/license-checker/commit/f94edfecc7a9914b4a36f455e8bfc6230d6f7a5e) 2.0.0 (@davglass)
- [f4c7ba](https://github.com/davglass/license-checker/commit/f4c7ba3d496473a9b267e51714fe7f7051e) syntax cleanup (@davglass)
- [d186234a](https://github.com/davglass/license-checker/commit/d186234a56492621ee57ff9a9018777d6921797) Document CLI options in Readme. (@timoxley)
- [11e204e](https://github.com/davglass/license-checker/commit/11e204e5c078aeae1f165fa010da229d2a9fb4b5) Default to no-colour for json, csv & file output. (@timoxley)
- [7e80d50](https://github.com/davglass/license-checker/commit/7e80d50c733f8ee42c7b4a79d3344b3d330cffe) Add --out flag for writing an output file. (@timoxley)
- [47bffe](https://github.com/davglass/license-checker/commit/47bffe9e0249b2847c8ed4f3eaad0dcd731b9) Always print to stdout, don’t write files. (@timoxley)
- [b725080](https://github.com/davglass/license-checker/commit/b725080d2dbdfbb1f0994867577d4c5e3dc0ee2a) Don’t print info messages to stdout. (@timoxley)
### v1.0.1 (2014/11/27 15:23 +00:00)
- [e60f792](https://github.com/davglass/license-checker/commit/e60f792159351aa7ccff1f7af73e289afee261a5) 1.0.1 (@davglass)
- [3f74178](https://github.com/davglass/license-checker/commit/3f7417822dc880497981dbea4ed84190d327df15c) Merge branch 'fixinfinitercursion' of github.com:yzapuchlak/license-checker into yzapuchlak-fixinfinitercursion (@davglass)
- [dc78ea0](https://github.com/davglass/license-checker/commit/dc78ea0dca546283440c89f0e26c6818dc4cc1c1) sticking vows 0.8.0 for testing (@davglass)
- [bd549b3](https://github.com/davglass/license-checker/commit/bd549b3b68e74f0dd0e08dadac0d5f88a8bb51ca6) Fixed issue where circular dependencies in dependency tree would cause the flatten function to infinitely recurse. If the current key is found to be already in the data object (which means it was already processed), we stop processing that key and return the data object. (@yzapuchlak)

### v1.0.0 (2014/11/21 13:56 +00:00)
- [917193d](https://github.com/davglass/license-checker/commit/917193dab27147534976b71307a77f48198ca322) 1.0.0 (@davglass)
- [63e5f9c](https://github.com/davglass/license-checker/commit/63e5f9c77c348720b3867171bccc67541e846d088) added options.filter to checker.init (@davglass)

### v0.1.2 (2014/11/20 15:48 +00:00)
- [8e5f5f0](https://github.com/davglass/license-checker/commit/8e5f5f0e7f83252e4039f66c7d16cc266acc1a33a) 0.1.2 (@davglass)
- [3d7a74e](https://github.com/davglass/license-checker/commit/3d7a74e90122f908057b2008ab29d8bd49011291) fixed lint issue (@davglass)

### v0.1.1 (2014/11/20 15:47 +00:00)
- [750d507](https://github.com/davglass/license-checker/commit/750d5079d32b44ec984ff7ed672498d1b197235) 0.1.1 (@davglass)
- [94522e0](https://github.com/davglass/license-checker/commit/94522e0994344df163c3f2c5acab3e6aa19cfc8) fixed merge issues (@davglass)

### v0.1.0 (2014/11/20 15:41 +00:00)
- [8127f5e](https://github.com/davglass/license-checker/commit/8127f5e79e4ee67f86cd6f904080e4183dc6b1) 0.1.0 (@davglass)
- [76c71ac](https://github.com/davglass/license-checker/commit/76c71ac46baeaca8c349fe5892dc659e859b9608) Updated to newer read-installed (@davglass)

### v0.0.10 (2014/08/12 12:48 +00:00)
- [807507d](https://github.com/davglass/license-checker/commit/807507df1a293bc0360adfd725a9f911331ff2b) 0.0.10 (@davglass)
- [e39ad9b](https://github.com/davglass/license-checker/commit/e39ad9bce6bdc545772c241e2e7aba8f40d5b6bb) Added checking that the license file is a normal file, because otherwise an appropriately named directory crashes the license-checker through EISDIR, illegal operation on a directory.
- [40ca4da](https://github.com/davglass/license-checker/commit/40ca4dadbc163ca774c87b1de249bd295952faa9) colorize (@couchand)

### v0.0.9 (2014/07/29 01:48 +00:00)
Open Source Used In DNAC Platform Guardian 2783

- [c14ef79](https://github.com/davglass/license-checker/commit/c14ef79f10f950ff0985e7e0b3138147b98ab1ec) 0.0.9 (@davglass)

- [ba1b66b](https://github.com/davglass/license-checker/commit/ba1b66b172a2f9f8dcbdc65f6f40206820bc0916b) Fixes #12 - Using some nicer regexes (@davglass)

- [bce94d5](https://github.com/davglass/license-checker/commit/bce94d5a8ab2f146356851776b2543df65bf750) case insensitive check (@davglass)

- [87c3406](https://github.com/davglass/license-checker/commit/87c3406ae2507eaf1d00d592f6dcb59a16e7c48) Allow for LICENCE (@gdw2)

### v0.0.8 (2014/07/07 20:10 +00:00)

- [6ad6ee2](https://github.com/davglass/license-checker/commit/6ad6ee218131698e7f095e98dcdafbd961f6a33) 0.0.8 (@davglass)

- [b8c5815](https://github.com/davglass/license-checker/commit/b8c58151135f57d91fb0d1cfb194d034c012073f) added tests and refactored the code a little (@davglass)

- [275f276](https://github.com/davglass/license-checker/commit/275f276dc6e6d563f9cbb5b7e9a978e286f2d174) Added --csv option to readme file

- [d91eb72](https://github.com/davglass/license-checker/commit/d91eb7289466853ae6e88448b953b4d3d98ebab5) Apparently abbrev is now at version 1.0.5 which caused the unit test to fail.

- [40b4a42](https://github.com/davglass/license-checker/commit/40b4a420e520c2008b9395d1a8df38b56f846f) Modified changes based on lshint output during Travis build

- [54e2390](https://github.com/davglass/license-checker/commit/54e2390cefd1dc664a15cd3a84347227f889f48) Added csv output option similar to the existing JSON output option. Requires an output filename.

### v0.0.7 (2014/02/26 04:52 +00:00)

- [1ce6d42](https://github.com/davglass/license-checker/commit/1ce6d42147bb2d0237870818e08059003b331816cf) 0.0.7 (@davglass)

- [7d04195](https://github.com/davglass/license-checker/commit/7d041959450c68b3c5f427007c43cd673c6addfb) Added not check and a proper test (@davglass)

- [40d6e25](https://github.com/davglass/license-checker/commit/40d6e2580946c3ce11d48ebe2f5f23852e8eb2) Undefined handling (@garrows)

- [90217d0](https://github.com/davglass/license-checker/commit/90217d070f626cf76eb4e7b1610ed5ee6f6ae40d) travis Stuff (@davglass)

- [2bd76c8](https://github.com/davglass/license-checker/commit/2bd76c894f740cd83f6264e6e73418326432db) 0.0.6 (@davglass)

- [6f390ff](https://github.com/davglass/license-checker/commit/6f390ff60631a07939ed3253796dcbefb5907) Added some better tests (@davglass)

- [2d2c2e3](https://github.com/davglass/license-checker/commit/2d2c2e37b5795c6b56d53452d0e41d1c4bc3153f) Looking for WTFPL as well as the string (@davglass)

- [5d91a07](https://github.com/davglass/license-checker/commit/5d91a073a8b76ee9a497c1e3b83198ce97e144fd) Flattened array of one (@davglass)

- [e95da82](https://github.com/davglass/license-checker/commit/e95da820c63e0d56c4567f1cfad07142d3110ec) Fixed extra var (@davglass)

- [fe8f2f7](https://github.com/davglass/license-checker/commit/fe8f2f7d39d520e0c487d34c9d4f55d9f4222d) Removing unnecessary log statement (@paulmand31)

- [72af24a](https://github.com/davglass/license-checker/commit/72af24a03de43ecf5ec078b5a0cb931c0e53f6a3) Adding license checks in the LICENSE file (and variations) (@paulmand31)

- [#7](https://github.com/davglass/license-checker/pull/7) Merge pull request #7 from jamesbloomer/master (@jamesbloomer)
- [a81eee0](https://github.com/davglass/license-checker/commit/a81eee0a27f580688e371cc15015e848f591bb92) Fixed missing "install" in npm -g (@jamesbloomer)
- [416b012](https://github.com/davglass/license-checker/commit/416b01219e07a2874e05cd883ec050376902adeb) Updated Version (@davglass)
- [69dbd1e](https://github.com/davglass/license-checker/commit/6d9bd1e1e9520287167964bd19ebac8c055683e8b) Fixed lint issue and added a test placeholder. Will add more tests soon (@davglass)
- [655a316](https://github.com/davglass/license-checker/commit/655a316f6448dafa3c449f8b88e8878a95a8b153e) Added Travis test file (@davglass)
- [99895df](https://github.com/davglass/license-checker/commit/99895df63a0c09eae8e83953111fb13f8a688e) Version Bump (@davglass)
- [#4](https://github.com/davglass/license-checker/pull/4) Merge pull request #4 from badunk/refactor (@badunk)
- [1123a1b](https://github.com/davglass/license-checker/commit/1123a1baefc1975f8c36c36b59952254cd6e31017) Merge branch 'master' of https://github.com/davglass/license-checker (@badunk)
- [191612e](https://github.com/davglass/license-checker/commit/191612e5c21a01bd453368299a14cc5ff1c6f1b13) Version Bump (@davglass)
- [#2](https://github.com/davglass/license-checker/pull/2) Merge pull request #2 from badunk/circular (@badunk)
- [95a117](https://github.com/davglass/license-checker/commit/95a1175892254e96d72f3d8dc793dce4e2bde37) fixed special case when an empty array is passed to license/licenses (@badunk)
- [025668b](https://github.com/davglass/license-checker/commit/025668b0a62b0d5b58662e6a99d91ed909a6fe) fixed bug with multiple licenses objects not showing (@badunk)
- [e6bd5f2](https://github.com/davglass/license-checker/commit/e6bd5f2a5e5f9ebdd29982014fa4d4586f63d06a) cleaned up the code (@badunk)
- [ef62f2](https://github.com/davglass/license-checker/commit/ef62f2f52a9e9a37a7f387b2b0fc17ab0af5f19) added check for circular dependencies (@badunk)
- [825b40c](https://github.com/davglass/license-checker/commit/825b40c6b16f3e36dd60751a9d44e28853587ac) Version Bump (@davglass)
- [#1](https://github.com/davglass/license-checker/pull/1) Merge pull request #1 from mwilliamson/master (@mwilliamson)
- [2f24319](https://github.com/davglass/license-checker/commit/2f24319dd8dd212a1f78ad91af7f2ee21df50ab762) Don't ignore license field if it's a string (@mwilliamson)
- [78c34f](https://github.com/davglass/license-checker/commit/78c34f75b04a7541bf23d596bbaae5447492c53) Initial Commit (@davglass)

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 */

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

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

// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])
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### v4.0.1 (2016-12-14)

#### WHOOPS

* [fb9b1ce](https://github.com/npm/nopt/commit/fb9b1ce57b3c69b4f7819015be87719204f77ef6) Merged so many patches at once that the code fencing (@adius) added got broken. Sorry, (@adius)!
  (@othiym23)

### v4.0.0 (2016-12-13)

#### BREAKING CHANGES

* [651d447](https://github.com/npm/nopt/commit/651d4473946096d341a480bbe56793dc3fc706aa) When parsing String-typed arguments, if the next value is ",", don't simply swallow it. (@samjonester)

#### PERFORMANCE TWEAKS

* [3370cee8](https://github.com/npm/nopt/commit/3370ce87a7618ba228883861db84ddbcdf252a9) Simplify initialization. (@elidoran)
* [356e58e](https://github.com/npm/nopt/commit/356e58e3b3b431a4b1af7fd7bdec44c2c0526a09) Store `Array.isArray(types[arg])` for reuse. (@elidoran)
* [0d95e90](https://github.com/npm/nopt/commit/0d95e90515844f266015b56d2c80b94e5d14a07e) Interpret single-item type arrays as a single type.
* [^07c69d3] Simplify key-value extraction. ([@elidoran](https://github.com/elidoran))
* [^39b6e5c] Only call `Date.parse(val)` once. ([@elidoran](https://github.com/elidoran))
* [^934943d] Use `os.env.home()` to find a user’s home directory instead of assuming it’s always `$HOME`. ([@othiym23](https://github.com/othiym23))

#### TEST & CI IMPROVEMENTS

* [^326ffff] Fix `/tmp` test to work on Windows. ([@elidoran](https://github.com/elidoran))
* [^c89d31a] Only run Windows tests on Windows, only run Unix tests on a Unix. ([@elidoran](https://github.com/elidoran))
* [^affd3d1] Refresh Travis to run the tests against the currently-supported batch of npm versions. ([@helio-frota](https://github.com/helio-frota))

#### DOC TWEAKS

* [^5271229] Use JavaScript code block for syntax highlighting. ([@adius](https://github.com/adius))
* [^c0d156f] The code sample in the README had `many2: [ oneThing ]`, and now it has `many2: [ two, things ]`. ([@silkentrance](https://github.com/silkentrance))

version 1.2.11, January 15th, 2017

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

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Unless otherwise agreed, The Qt Company shall not be responsible for providing any service or support to Customers.
9. CONFIDENTIALITY
Each Party acknowledges that during the Term of this Agreement each Party may receive information about the other Party's business, business methods, business plans, customers, business relations, technology, and other information, including the terms of this Agreement, that is confidential and of great value to the other Party, and the value of which would be significantly reduced if disclosed to third parties ("Confidential Information"). Accordingly, when a Party (the "Receiving Party") receives Confidential Information from the other Party (the "Disclosing Party"), the Receiving Party shall only disclose such information to employees and Contractors on a need to know basis, and shall cause its employees and employees of its Affiliates to: (i) maintain any and all Confidential Information in confidence; (ii) not disclose the Confidential Information to a third party without the Disclosing Party's prior written approval; and (iii) not, directly or indirectly, use the Confidential Information for any purpose other than for exercising its rights and fulfilling its responsibilities pursuant to this Agreement. Each Party shall take reasonable measures to protect the Confidential Information of the other Party, which measures shall not be less than the measures taken by such Party to protect its own confidential and proprietary information.

Obligation of confidentiality shall not apply to information that (i) is or becomes generally known to the public through no act or omission of the Receiving Party; (ii) was in the Receiving Party's lawful possession prior to the disclosure hereunder and was not subject to limitations on disclosure or use; (iii) is developed independently by employees or Contractors of the Receiving Party or other persons working for the Receiving Party who have not had access to the Confidential Information of the Disclosing Party, as proven by the written records of the Receiving Party; (iv) is lawfully disclosed to the Receiving Party without restrictions, by a third party not under an obligation of confidentiality; or (v) the Receiving Party is legally compelled to disclose, in which case the Receiving Party shall notify the Disclosing Party of such compelled disclosure and assert the privileged and confidential nature of the information and cooperate fully with the Disclosing Party to limit the scope of disclosure and the dissemination of disclosed Confidential Information to the minimum extent necessary.

The obligations under this Section 9 shall continue to remain in force for a period of five (5) years after the last disclosure, and, with respect to trade secrets, for so long as such trade secrets are protected under applicable trade secret laws.

10. FEES, DELIVERY AND PAYMENT
10.1. License Fees
License Fees are described in The Qt Company's standard price list, quote or Purchase Order confirmation or in an appendix hereto, as the case may be.

The License Fees shall not be refunded or claimed as a credit in any event or for any reason whatsoever.
10.2. Ordering Licenses
Licensee may purchase Development Licenses and Distribution Licenses pursuant
to agreed pricing terms or, if no specific pricing terms have been agreed upon,
at The Qt Company's standard pricing terms applicable at the time of purchase.
Unless specifically otherwise provided, any pricing terms referenced in this
Agreement shall be valid for twelve (12) months from the date of this Agreement.

Licensee shall submit all purchase orders for Development Licenses and
Distribution Licenses to The Qt Company by email or any other method acceptable
to The Qt Company (each such order is referred to herein as a "Purchase Order")
for confirmation, whereupon the Purchase Order shall become binding between the
Parties.

10.3. Distribution License Packs
Unless otherwise agreed, Distribution Licenses shall be purchased by way of
Distribution License Packs.

Upon due payment of the ordered Distribution License Pack(s), the Licensee will
have an account of Distribution Licenses available for distributing the
Redistributables in accordance with this Agreement.

Each time Licensee distributes a copy of Redistributables, then one
Distribution License is used, and Licensee's account of available Distribution
Licenses is decreased accordingly. Licensee may distribute copies of the
Redistributables so long as Licensee has Distribution Licenses remaining on
its account.

10.4. Payment Terms
License Fees and any other charges under this Agreement shall be paid by
Licensee no later than thirty (30) days from the date of the applicable
invoice from The Qt Company.

The Qt Company will submit an invoice to Licensee after the date of this
Agreement and/or after The Qt Company receives a Purchase Order from Licensee.

A late payment charge of the lower of (a) one percent per month; or (b) the
interest rate stipulated by applicable law, shall be charged on any unpaid
balances that remain past due.

10.5. Taxes
All License Fees and other charges payable hereunder are gross amounts but
exclusive of any value added tax, use tax, sales tax, withholding tax and other
taxes, duties or tariffs ("Taxes") levied directly for the sale, delivery or
use of Licensed Software hereunder pursuant to any applicable law. Such
applicable Taxes shall be paid by Licensee to The Qt Company, or, where
applicable, in lieu of payment of such Taxes to The Qt Company, Licensee shall
provide an exemption certificate to The Qt Company and any applicable authority.
11. RECORD-KEEPING AND REPORTING OBLIGATIONS; AUDIT RIGHTS

11.1. Licensee's Record-keeping
Licensee shall at all times during the Term of this Agreement and for a period of seven (7) years thereafter maintain Licensee's Records in an accurate and up-to-date form. Licensee's Records shall be adequate to reasonably enable The Qt Company to determine Licensee's compliance with the provisions of this Agreement. The records shall conform to general good accounting practices.

Licensee shall, within thirty (30) days from receiving The Qt Company's request to that effect, deliver to The Qt Company a report based on Licensee's Records, such report to contain information, in sufficient detail, on (i) number and identity of users working with Licensed Software or Open Source Qt, (ii) copies of Redistributables distributed by Licensee during the most recent calendar quarter and/or any other term specified by The Qt Company, (iii) number of undistributed copies of Redistributables and corresponding number of unused Distribution Licenses remaining on Licensee's account, and (iv) any other information as The Qt Company may reasonably require from time to time.

11.2. The Qt Company's Audit Rights
The Qt Company or an independent auditor acting on behalf of The Qt Company's, may, upon at least five (5) business days' prior written notice and at its expense, audit Licensee with respect to the Licensee's use of the Licensed Software, but not more frequently than once during each 6-month period. Such audit may be conducted by mail, electronic means or through an in-person visit to Licensee's place of business. Any such in-person audit shall be conducted during regular business hours at Licensee's facilities and shall not unreasonably interfere with Licensee's business activities. The Qt Company or the independent auditor acting on behalf of The Qt Company shall be entitled to inspect Licensee's Records and conduct necessary interviews of Licensee's relevant employees and Contractors. All such Licensee's Records and use thereof shall be subject to an obligation of confidentiality under this Agreement.

If an audit reveals that Licensee is using the Licensed Software beyond scope of the licenses Licensee has paid for, Licensee agrees to pay The Qt Company any amounts owed for such unauthorized use within 30 days from receipt of the corresponding invoice from The Qt Company. In addition, in the event the audit reveals a material violation of the terms of this Agreement (without limitation, either (i) underpayment of more than 10% of License Fees or 10,000 euros (whichever is more) or (ii) distribution of products, which include or result from Prohibited Combination, shall be deemed a material violation for purposes of this section), then the Licensee shall pay The Qt Company's reasonable cost of conducting such audit.

12. TERM AND TERMINATION

12.1. Agreement Term
This Agreement shall enter into force upon due acceptance by both Parties and remain in force for as long as there is any Development License(s) purchased
under this Agreement in force ("Term"), unless and until terminated pursuant to the terms of this Section 12.

12.2. Termination and suspension of rights
Either Party shall have the right to terminate this Agreement upon thirty (30) days prior written notice if the other Party commits a material breach of any obligation of this Agreement and fails to remedy such breach within such notice period.

Instead of termination, The Qt Company shall have the right to suspend or withhold grants of all rights to the Licensed Software hereunder, including but not limited to the Development Licenses, Distribution License, and Support, should Licensee fail to make payment in timely fashion or otherwise violates or is reasonably suspected to violate its obligations or terms of this Agreement, and where such violation or breach is not cured within five (5) business days following The Qt Company’s written notice thereof.

12.3. Mutual Right to Terminate
Either Party shall have the right to terminate this Agreement immediately upon written notice in the event that the other Party becomes insolvent, files for any form of bankruptcy, makes any assignment for the benefit of creditors, has a receiver, administrative receiver or officer appointed over the whole or a substantial part of its assets, ceases to conduct business, or an act equivalent to any of the above occurs under the laws of the jurisdiction of the other Party.

12.4. Parties Rights and Duties upon Termination
Upon expiry or termination of the Agreement, Licensee shall cease and shall cause all Designated Users (including those of its Affiliates' and Contractors') to cease using the Licensed Software and distribution of the Redistributables under this Agreement.

Notwithstanding the above, in the event the Agreement expires or is terminated:
(i) as a result of The Qt Company choosing not to renew the Development License(s) as set forth in Section 3.1, then all valid licenses possessed by the Licensee at such date shall be extended to be valid in perpetuity under the terms of this Agreement and Licensee is entitled to purchase additional licenses as set forth in Section 10.2; or
(ii) for reason other than by The Qt Company pursuant to item (i) above or pursuant to Section 12.2, then the Licensee is entitled, for a period of six (6) months after the effective date of termination, to continue distribution of Devices under the Distribution Licenses paid but unused at such effective date of termination.

Upon any such termination the Licensee shall destroy or return to The Qt Company all copies of the Licensed Software and all related materials and will certify the same to The Qt Company upon its request, provided however that...
Licensee may retain and exploit such copies of the Licensed Software as it may reasonably require in providing continued support to Customers.

Expiry or termination of this Agreement for any reason whatsoever shall not relieve Licensee of its obligation to pay any License Fees accrued or payable to The Qt Company prior to the effective date of termination, and Licensee shall immediately pay to The Qt Company all such fees upon the effective date of termination. Termination of this Agreement shall not affect any rights of Customers to continue use of Applications and Devices (and therein incorporated Redistributables).

12.5. Extension in case of bankruptcy
In the event The Qt Company is declared bankrupt under a final, non-cancellable decision by relevant court of law, and this Agreement is not, at the date of expiry of the Development License(s) pursuant to Section 3.1, assigned to party, who has assumed The Qt Company's position as a legitimate licensor of Licensed Software under this Agreement, then all valid licenses possessed by the Licensee at such date of expiry, and which the Licensee has not notified for expiry, shall be extended to be valid in perpetuity under the terms of this Agreement.

13. GOVERNING LAW AND LEGAL VENUE
In the event this Agreement is in the name of The Qt Company Inc., a Delaware Corporation, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of the State of California, USA, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any dispute, claim or controversy arising out of or relating to this Agreement or the breach, termination, enforcement, interpretation or validity thereof, including the determination of the scope or applicability of this Agreement to arbitrate, shall be determined by arbitration in San Francisco, USA, before one arbitrator. The arbitration shall be administered by JAMS pursuant to JAMS' Streamlined Arbitration Rules and Procedures. Judgment on the Award may be entered in any court having jurisdiction. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

In the event this Agreement is in the name of The Qt Company Ltd., a Finnish Company, then:
(i) this Agreement shall be construed and interpreted in accordance with the laws of Finland, excluding its choice of law provisions;
(ii) the United Nations Convention on Contracts for the International Sale of Goods will not apply to this Agreement; and
(iii) any disputes, controversy or claim arising out of or relating to
this Agreement, or the breach, termination or validity thereof shall be finally settled by arbitration in accordance with the Arbitration Rules of Finland Chamber of Commerce. The arbitration tribunal shall consist of one (1), or if either Party so requires, of three (3), arbitrators. The award shall be final and binding and enforceable in any court of competent jurisdiction. The arbitration shall be held in Helsinki, Finland and the process shall be conducted in the English language. This Section shall not preclude parties from seeking provisional remedies in aid of arbitration from a court of appropriate jurisdiction.

14. GENERAL PROVISIONS
14.1. No Assignment
Except in the case of a merger or sale of substantially all of its corporate assets, Licensee shall not be entitled to assign or transfer all or any of its rights, benefits and obligations under this Agreement without the prior written consent of The Qt Company, which shall not be unreasonably withheld or delayed. The Qt Company shall be entitled to freely assign or transfer any of its rights, benefits or obligations under this Agreement.

14.2. No Third-Party Representations
Licensee shall make no representations or warranties concerning the Licensed Software on behalf of The Qt Company. Any representation or warranty Licensee makes or purports to make on The Qt Company's behalf shall be void as to The Qt Company.

14.3. Surviving Sections
Any terms and conditions that by their nature or otherwise reasonably should survive termination of this Agreement shall so be deemed to survive. Such sections include especially the following: 1, 2, 6, 7, 9, 11, 12.4, 13 and 14.

14.4. Entire Agreement
This Agreement, the exhibits hereto, the License Certificate and any applicable Purchase Order accepted by The Qt Company constitute the complete agreement between the Parties and supersedes all prior or contemporaneous discussions, representations, and proposals, written or oral, with respect to the subject matters discussed herein.

In the event of any conflict or inconsistency between this Agreement and any Purchase Order, the terms of this Agreement will prevail over the terms of the Purchase Order with respect to such conflict or inconsistency.

Parties specifically acknowledge and agree that this Agreement prevails over any click-to-accept or similar agreements the Designated Users may need to accept online upon download of the Licensed Software, as may be required by The Qt Company's applicable processes relating to Licensed Software.

14.5. Modifications
No modification of this Agreement shall be effective unless contained in a writing executed by an authorized representative of each Party. No term or condition contained in Licensee's Purchase Order ("Deviating Terms") shall apply unless The Qt Company has expressly agreed such Deviating Terms in writing. Unless and to the extent expressly agreed by The Qt Company, any such Deviating Terms shall be deemed void and with no legal effect. For clarity, delivery of the Licensed Software following the receipt of the Purchase Order including Deviating Terms shall not constitute acceptance of such Deviating Terms."

14.6. Force Majeure
Except for the payment obligations hereunder, neither Party shall be liable to the other for any delay or non-performance of its obligations hereunder in the event and to the extent that such delay or non-performance is due to an event of act of God, terrorist attack or other similar unforeseeable catastrophic event that prevents either Party for fulfilling its obligations under this Agreement and which such Party cannot avoid or circumvent ("Force Majeure Event"). If the Force Majeure Event results in a delay or non-performance of a Party for a period of three (3) months or longer, then either Party shall have the right to terminate this Agreement with immediate effect without any liability (except for the obligations of payment arising prior to the event of Force Majeure) towards the other Party.

14.7. Notices
Any notice given by one Party to the other shall be deemed properly given and deemed received if specifically acknowledged by the receiving Party in writing or when successfully delivered to the recipient by hand, fax, or special courier during normal business hours on a business day to the addresses specified for each Party on the signature page. Each communication and document made or delivered by one Party to the other Party pursuant to this Agreement shall be in the English language.

14.8. Export Control
Licensee acknowledges that the Redistributables, as incorporated in Applications or Devices, may be subject to export control restrictions under the applicable laws of respective countries. Licensee shall fully comply with all applicable export license restrictions and requirements as well as with all laws and regulations relating to the Redistributables and exercise of licenses hereunder and shall procure all necessary governmental authorizations, including without limitation, all necessary licenses, approvals, permissions or consents, where necessary for the re-exportation of the Redistributables, Applications and/or Devices.

14.9. No Implied License
There are no implied licenses or other implied rights granted under this Agreement, and all rights, save for those expressly granted hereunder, shall remain with The Qt Company and its licensors. In addition, no licenses or immunities are granted to the combination of the Licensed Software with any
other software or hardware not delivered by The Qt Company under this Agreement.

14.10. Attorney Fees
The prevailing Party in any action to enforce this Agreement shall be entitled to recover its attorney's fees and costs in connection with such action.

14.11. Privacy
Licensee acknowledges and agrees that for the purpose of this Agreement, The Qt Company may collect, use, transfer and disclose personal data pertaining to Designated Users as well as any other employees and directors of the Licensee and its Contractors relevant for carrying out the intent of this Agreement. Such personal data may be collected from the Licensee or directly from the relevant individuals. The Parties acknowledge that with regard to such personal data processed hereunder, The Qt Company shall be regarded as the Data Controller under the applicable Data Protection Legislation. The Qt Company shall process any such personal data in accordance with its privacy policies and practices, which will comply with all applicable requirements of the Data Protection Legislation.

14.12. Severability
If any provision of this Agreement shall be adjudged by any court of competent jurisdiction to be unenforceable or invalid, that provision shall be limited or eliminated to the minimum extent necessary so that this Agreement shall otherwise remain in full force and effect and enforceable.

APPENDICES
The Agreement includes Appendix 1, and possibly one or more of the appendices 3-5, depending on the product(s) purchased by the Licensee, what is stated in the quote or invoice, and/or what is stated in the Licensee's License Certificate.

APPENDIX 1
The modules and/or tools that are included in the respective product - Qt for Application Development (QtAD), Qt for Device Creation (QtDC), Qt for MCUs (QtMCU), Qt 3D Studio (Qt3DS) and Qt Design Studio (QtDS) - are marked with 'X' in the below table.

Parts of the product that are permitted for distribution in object-code form only ("Redistributables") are marked with 'R' in the below table.

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The Modules and/or Tools of the Licensed Software that are included with each Add-On Product respectively are marked with ‘X’ in the below table. Parts of the respective Add-On Product that are permitted for distribution in object-code form only (“Redistributables”) are marked with ‘R’ in the below table.
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APPENDIX 4: SMALL BUSINESS AND STARTUP
The provisions of this Appendix 4 are applicable for Start-up Companies and for the Evaluation Term. For the purpose of this Appendix 4, the following additional definitions shall be applicable:

"Trial Term" shall mean a period of twelve (12) months.

"Start-up Company" means a company with a maximum annual revenue, including funding, equivalent to 100,000 USD (in applicable currency) during a respective calendar year, as evidenced by duly audited records of the Licensee and approved by The Qt Company.

During the Trial Term, Section 3 shall apply with following modifications ("Trial Term Modifications"):

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(ii) Development License under Section 3.1 is limited to a maximum of three (3) Designated Users; and
(iii) Support is available subject to availability, as judged by The Qt Company at its free and absolute discretion, provided that support will be limited to a maximum of ten (10) tickets during the Trial Term.

Upon expiry of the Trial Term:

(a) This Appendix 4 is terminated, Trial Term Modifications cease to remain in force, Licensee's Development Licenses shall be automatically converted into licenses subject to a License Fee (in the amount specified in the quote or in Appendix 2 and payable with a 30-day payment term) and Licensee's rights and obligations under this Agreement shall continue to remain in force under the standard provisions of the Agreement, unless the Licensee notifies The Qt Company in writing no less than ninety (90) days before such expiry
date that Licensee does not agree to such continuance, in which event the Agreement, and all rights of the Licensee thereunder, shall expire; provided however that

(b) in the event the Licensee still qualifies as a Start-up Company, the Licensee has an option ("Option"), instead of what is stated in item a) above, to renew the Trial Term. Renewal is limited to one time, and the total duration of Trial Term is thus 24 months after the effective date. Licensee shall notify The Qt Company in writing, no less than ninety (90) days before the expiry date, if Licensee wish to exercise the Option.

APPENDIX 5: NON-COMMERCIAL USE
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"Licensee Products" shall mean Applications and/or Devices.

"Permitted Purpose" shall mean (i) Licensee's internal evaluation and testing of Licensed Software, (ii) building Demo Units as well as (iii) educational use.

"Term" shall mean a period of twelve (12) months or any such other period as may be agreed between the Parties.

For the purpose of this Appendix 5, the following changes shall be agreed with respect to relevant Sections of the Agreement:

I. Recital (A) shall be replaced in its entirety to read as follows:

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III.  Sections 3.2, 3.3, 8 and 10 shall be deleted.

IV.  Section 3.4 shall be replaced in its entirety to read as follows:

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V.  Section 12 shall be replaced in its entirety to read as follows:

"This Agreement shall enter into force upon due acceptance by both
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Except for the modifications specified above, this Appendix carries no change to the terms of the Agreement which shall remain in full force.

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/*---
 esid: sec-assignment-operators-static-semantics-early-errors
 description: Minimal test
 ---*/

void 0;

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# Installation

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

## Node.js API

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

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]
ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
ids.includes('GPL-3.0'); //=> false
```

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

Type: `string[]`

Deprecated license IDs.

```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...]
deprecatedIds.includes('BSD-3-Clause'); //=> false
deprecatedIds.includes('CC-BY-1.0'); //=> false
deprecatedIds.includes('GPL-3.0'); //=> true
```

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Bug fixes.

Lorin Hochstein
lmh at xiphos dot ca
general bug fixes; bug fixes to condition variables.

Peter Slacik

Bug fixes.

Mumit Khankhan

Fixes to work with Mingw32.

Milan Gardian

Bug fixes and reports/analyses of obscure problems.

Aurelio Medina

First implementation of read-write locks.

Graham Dumpleton

Later re-implemented and improved read-write locks;

condition variables;

enhancements to semaphores;

mutex enhancements;

new mutex implementation in 'futex' style;

suggested a robust implementation of pthread_once

re-implemented and improved condition variables;

system clock change handling re CV timeouts;

bug fixes.

Thomas Pfaff

Changes to make C version usable with C++ applications;

re-implemented mutex routines to avoid Win32 mutexes

and TryEnterCriticalSection;
procedure to fix Mingw32 thread-safety issues.
Franco Bezfranco dot bez at gmx dot de
procedure to fix Mingw32 thread-safety issues.
Louis Thomaslhomas at arbitrade dot com
(with Alexander Terekhov) re-implemented and improved
condition variables.
David Korndgk at research dot att dot com
Ported to UWIN.
Phil Frisbie, Jr.phil at hawksoft dot com
Bug fix.
Ralf BreseRalf dot Brese at pdb4 dot siemens dot de
Bug fix.
prionx at junodot com prionx at junodot com
Bug fixes.
Max Woodbury mtew at cds dot duke dot edu
POSIX versioning conditionals;
reduced namespace pollution;
idea to separate routines to reduce statically
linked image sizes.
Rob Fannerrfanner at stonethree dot com
Bug fix.
Michael Johnson michaelj at maine dot rr dot com
Bug fix.
Nicolas Barryboozaiz at yahoo dot com
Bug fixes.
Piet van Bruggenpitsu at newbridges dot nl
Bug fix.
Makoto Katoraven at oldskool dot jp
AMD64 port.
Panagiotis E. Hadjidoukaspeh at hpclab dot ceid dot upatras dot gr
Contributed the QueueUserAPCEx package which
makes preemptive async cancelation possible.
Will Bryantwill dot bryant at ecosm dot com
Borland compiler patch and makefile.
Anuj Goyalanuj dot goyal at gmail dot com
Port to Digital Mars compiler.
Gottlob Fregegottlobbrege at gmail dot com
re-implemented pthread_once (version 2)
(pthread_once cancellation added by rpj).
Vladimir Kliatchkovladimir at kliatchko dot com
reimplemented pthread_once with the same form
as described by A.Terekhov (later version 2);
implementation of MCS (Mellor-Crummey/Scott) locks.

A. HISTORY OF THE SOFTWARE
=================================

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

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

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

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

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Author : Angus Johnson
Version : 6.1.3a
Date : 22 January 2014
Website : http://www.angusj.com
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The code in this library is an extension of Bala Vatti's clipping algorithm:
"A generic solution to polygon clipping"
http://portal.acm.org/citation.cfm?id=129906

Computer graphics and geometric modeling: implementation and algorithms
By Max K. Agoston
Springer; 1 edition (January 4, 2005)
http://books.google.com/books?q=vatti+clipping+agoston

See also:
"Polygon Offsetting by Computing Winding Numbers"
Paper no. DETC2005-85513 pp. 565-575
ASME 2005 International Design Engineering Technical Conferences
and Computers and Information in Engineering Conference (IDETC/CIE2005)
September 24-28, 2005, Long Beach, California, USA
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C++ port by Konstantin Kfer <mail@kkaefer.com>, 2014.

https://github.com/deanm/css-color-parser-js  
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node-http-proxy

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* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
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* Added atomicops for AIX (POWER)
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If you want to write an option parser, and have it be good, there are two ways to do it. The Right Way, and the Wrong Way.

The Wrong Way is to sit down and write an option parser. We've all done that.

The Right Way is to write some complex configurable program with so many options that you hit the limit of your frustration just trying to manage them all, and defer it with duct-tape solutions until you see exactly to the core of the problem, and finally snap and write an awesome option parser.

If you want to write an option parser, don't write an option parser. Write a package manager, or a source control system, or a service restarter, or an operating system. You probably won't end up with a good one of those, but if you don't give up, and you are relentless and diligent enough in your procrastination, you may just end up with a very nice option parser.

## USAGE

```javascript
// my-program.js

var nopt = require("nopt")
, Stream = require("stream").Stream
, path = require("path")

, knownOpts = { "foo" : [String, null]
, "bar" : [Stream, Number]
, "baz" : path
, "bloo" : [ "big", "medium", "small" ]
, "flag" : Boolean
, "pick" : Boolean
, "many1" : [String, Array]
, "many2" : [path, Array]
}

, shortHands = { "foofoo" : ["--foo", "Mr. Foo"]
, "b7" : ["--bar", "7"]
, "m" : ["--bloo", "medium"]
, "p" : ["--pick"]
, "f" : ["--flag"]
}

// everything is optional.
```
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// knownOpts and shorthands default to {}
// arg list defaults to process.argv
// slice defaults to 2
, parsed = nopt(knownOpts, shortHands, process.argv, 2)
console.log(parsed)
```

This would give you support for any of the following:

```
$ node my-program.js --foo "blerp" --no-flag
{ "foo" : "blerp", "flag" : false }

$ node my-program.js ---bar 7 --foo "Mr. Hand" --flag
{ bar: 7, foo: "Mr. Hand", flag: true }

$ node my-program.js --foo "blerp" -f ----p
{ foo: "blerp", flag: true, pick: true }

$ node my-program.js -fp --foofoo
{ foo: "Mr. Foo", flag: true, pick: true }

$ node my-program.js --foofoo -- -fp # -- stops the flag parsing.
{ foo: "Mr. Foo", argv: { remain: ["-fp"] } }

$ node my-program.js --blatzk -fp # unknown opts are ok.
{ blatzk: true, flag: true, pick: true }

$ node my-program.js --blatzk=1000 -fp # but you need to use = if they have a value
{ blatzk: 1000, flag: true, pick: true }

$ node my-program.js --no-blatzk -fp # unless they start with "no-
{ blatzk: false, flag: true, pick: true }

$ node my-program.js --baz b/a/z # known paths are resolved.
{ baz: "/Users/isaacs/b/a/z" }

# if Array is one of the types, then it can take many
# values, and will always be an array. The other types provided
# specify what types are allowed in the list.

$ node my-program.js --many1 5 --many1 null --many1 foo
{ many1: ["5", "null", "foo"] }

$ node my-program.js --many2 foo --many2 bar
{ many2: ["/path/to/foo", "/path/to/bar"] }
```
Read the tests at the bottom of `lib/nopt.js` for more examples of what this puppy can do.

## Types

The following types are supported, and defined on `nopt.typeDefs`

* String: A normal string. No parsing is done.
* path: A file system path. Gets resolved against cwd if not absolute.
* url: A url. If it doesn't parse, it isn't accepted.
* Number: Must be numeric.
* Date: Must parse as a date. If it does, and `Date` is one of the options, then it will return a Date object, not a string.
* Boolean: Must be either `true` or `false`. If an option is a boolean, then it does not need a value, and its presence will imply `true` as the value. To negate boolean flags, do `--no-whatever` or `--whatever false`
* NaN: Means that the option is strictly not allowed. Any value will fail.
* Stream: An object matching the "Stream" class in node. Valuable for use when validating programmatically. (npm uses this to let you supply any WriteStream on the `outfd` and `logfd` config options.)
* Array: If `Array` is specified as one of the types, then the value will be parsed as a list of options. This means that multiple values can be specified, and that the value will always be an array.

If a type is an array of values not on this list, then those are considered valid values. For instance, in the example above, the `--bloo` option can only be one of `"big"`, `"medium"`, or `"small"`, and any other value will be rejected.

When parsing unknown fields, `"true"`, `"false"`, and `"null"` will be interpreted as their JavaScript equivalents.

You can also mix types and values, or multiple types, in a list. For instance `{ blah: [Number, null] }` would allow a value to be set to either a Number or null. When types are ordered, this implies a preference, and the first type that can be used to properly interpret the value will be used.

To define a new type, add it to `nopt.typeDefs`. Each item in that hash is an object with a `type` member and a `validate` method. The `type` member is an object that matches what goes in the type list. The `validate` method is a function that gets called with `validate(data, key, val)`. Validate methods should assign `data[key]` to the valid value of `val` if it can be handled properly, or return boolean `false` if it cannot.
You can also call `nopt.clean(data, types, typeDefs)` to clean up a config object and remove its invalid properties.

## Error Handling

By default, nopt outputs a warning to standard error when invalid values for known options are found. You can change this behavior by assigning a method to `nopt.invalidHandler`. This method will be called with the offending `nopt.invalidHandler(key, val, types)`.

If no `nopt.invalidHandler` is assigned, then it will console.error its whining. If it is assigned to boolean `false` then the warning is suppressed.

## Abbreviations

Yes, they are supported. If you define options like this:

```javascript
{ "foolhardyelephants" : Boolean
 , "pileofmonkeys" : Boolean }
```

Then this will work:

```bash
node program.js --foolhar --pil
node program.js --no-f --pileofmon
# etc.
```

## Shorthands

Shorthands are a hash of shorter option names to a snippet of args that they expand to.

If multiple one-character shorthands are all combined, and the combination does not unambiguously match any other option or shorthand, then they will be broken up into their constituent parts. For example:

```json
{ "s" : ["--loglevel", "silent"]
 , "g" : "--global"
 , "f" : "--force"
 , "p" : "--parseable"
 , "l" : "--long"
}
```
```bash
npm ls -sgflp
# just like doing this:
npm ls --loglevel silent --global --force --long --parseable
```

## The Rest of the args

The config object returned by nopt is given a special member called "argv", which is an object with the following fields:

* `remain`: The remaining args after all the parsing has occurred.
* `original`: The args as they originally appeared.
* `cooked`: The args after flags and shorthands are expanded.

## Slicing

Node programs are called with more or less the exact argv as it appears in C land, after the v8 and node-specific options have been plucked off. As such, `argv[0]` is always `node` and `argv[1]` is always the JavaScript program being run.

That's usually not very useful to you. So they're sliced off by default. If you want them, then you can pass in `0` as the last argument, or any other number that you'd like to slice off the start of the list.

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BezierEasing - use bezier curve for transition easing function
by Gatan Renaudeau 2014 - 2015  MIT License

Credits: is based on Firefox's nsSMILKeySpline.cpp
Usage:
var spline = BezierEasing([ 0.25, 0.1, 0.25, 1.0 ])
spline.get(x) => returns the easing value | x must be in [0, 1] range
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reporting:
  reports:
    - lcov
    - text
    - text-summary

check:
  global:
    statements: 95
    lines: 95
    branches: 90
    functions: 100

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

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

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =
## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

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

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

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

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

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

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

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

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

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

## Versioned libraries rules
%.$(SO).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s $(<F) $@

%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s $(<F).$(SO).$(SO_TARGET_VERSION) $@
## Bind internal references

# LDflags that pkgdata will use

BIR_LDFLAGS= -Wl,-Bsymbolic

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

BIR_DEPS=

## Remove shared library 's'

STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

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```
#!/usr/bin/env node
var nopt = require("../lib/nopt")
, path = require("path")
, types = { num: Number
, bool: Boolean
, help: Boolean
, list: Array
, "num-list": [Number, Array]
, "str-list": [String, Array]
, "bool-list": [Boolean, Array]
, str: String
, clear: Boolean
, config: Boolean
, length: Number
, file: path
}
, shorthands = { s: [ "--str", "astring" ]
, b: [ "--bool" ]
, nb: [ "--no-bool" ]
, tft: [ "--bool-list", "--no-bool-list", "--bool-list", "true" ]
, "?": ["--help"]
, h: ["--help"]
, H: ["--help"]
, n: [ "--num", "125" ]
, c: ["--config"]
, l: ["--length"]
, f: ["--file"]
}
, parsed = nopt( types
, shorthands
, process.argv
, 2 )
```
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C++ Big Integer Library
(see ChangeLog for version)
Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides BigUnsigned and BigInteger classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```
#include "BigIntegerLibrary.hh"

BigInteger a = 65536;
cout << (a * a * a * a * a * a * a);
```

(prints 340282366920938463463374607431768211456)

The code in `sample.cc' demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc', consult the consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (http://swox.com/gmp/), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library
---------------------------------------

The library consists of a folder full of C++ header files (`.hh') and source files (`.cc'). Your own programs should `#include' the necessary header files and link with the source files. A makefile that builds the sample program (`sample.cc') is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources
--------

The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions,
bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements
---------------------
The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

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-----
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Version 2, June 1991

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By: Adrian Heine
Repository: https://github.com/adrianheine/acorn-import-meta

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Repository: https://github.com/acornjs/acorn.git

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Repository: git@github.com:indutny/hash.js

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The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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before_install:
- npm install -g npm@latest

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

SPDX license identifiers are valid license strings:

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

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

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(
  valid('Apache 2.0'),
  {
    validForOldPackages: false,
    validForNewPackages: false,
    warnings: [
      'license should be a valid SPDX license expression (without "LicenseRef"), "UNLICENSED", or "SEE LICENSE IN <filename>";
      license is similar to the valid expression "Apache-2.0"
    ]
  });
```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
    valid('(GPL-3.0-only OR BSD-2-Clause)'),
    validSPDXExpression
);
```

... except if they contain `LicenseRef`:

```javascript
var warningAboutLicenseRef = {
    validForOldPackages: false,
    validForNewPackages: false,
    spdx: true,
    warnings: [
        'license should be ' +
        'a valid SPDX license expression (without "LicenseRef"), ' +
        '"UNLICENSED", or ' +
        '"SEE LICENSE IN <filename>"',
    ],
};
```

assert.deepEqual(
    valid('LicenseRef-Made-Up'),
    warningAboutLicenseRef
);

assert.deepEqual(
    valid('MIT OR LicenseRef-Made-Up'),
    warningAboutLicenseRef
);

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```javascript
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    valid('SEE LICENSE IN LICENSE.txt'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'LICENSE.txt'
    }
);
```javascript
assert.deepEqual(
    valid('SEE LICENSE IN license.md'),
    {
        validForNewPackages: true,
        validForOldPackages: true,
        inFile: 'license.md'
    }
);
```

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```javascript
```
```

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1.548 zlib 1.2.11
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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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1.551 alsa 1.1.0-0ubuntu1

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* /opt/cola/permits/1257262349_1642793356.2/0/jctools-core-2-1-1-sources-jar/org/jctools/queues/MpscLinkedQueue7.java

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jar/org/jctools/queues/IndexedQueueSizeUtil.java
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<junit.version>4.12</junit.version>
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1.563 jackson 2.12.1

1.563.1 Available under license:

# Jackson JSON processor

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

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1.564 uritemplate 0.3.4 0.3.4

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

/*
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*/

(function (exportCallback) {
    "use strict";

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

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    */

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

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

    It exposes a constructor function UriTemplate with the two methods:

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

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

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

    You can use uritemplate.js in any even not so modern browser (Tested even with IE8 in IE7-Mode), see file
**npm install uritemplate**

and then in a node application:

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

template = UriTemplate.parse('{?query*}');
template.expand({query: {first: 1, second: 2}});
--> "?first=1&second=2"
```

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

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

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

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

**Build**

-----

npm install
npm test

**Tests**

-----

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

**License**

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**Release Notes**

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

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

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063105573_1593668271.03/0/uritemplate-js-0-3-4-zip/uritemplate-js-0.3.4/README.md
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1.565 jersey-media-jaxb 2.25.1
1.565.1 Available under license :
  CDDL+GPL License
  http://glassfish.java.net/public/CDDL+GPL_1_1.html

1.566 @babel/helper-function-name 7.16.0
1.566.1 Available under license :
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1.567 @babel/helper-module-transforms

7.16.0

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1.568 inquirer 0.12.0
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Found in path(s):
* /opt/cola/permits/1162566323_1620862018.21/0/inquirer-0-12-0-4-tgz/package/README.md

1.569 acorn 3.3.0
1.569.1 Available under license :

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1.570 jetty-servlet 9.4.41.v20210516
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Eclipse

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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OW2

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

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

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Apache

The following artifacts are ASL2 licensed.
org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.571 yargs-parser 13.1.2

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1.572 fill-range 4.0.0 4.0.0

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1.573 qs 6.5.1 6.5.1

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1.574 jsreport-authentication 2.6.1

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1.576 babel-core 6.26.3 6.26.3
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1.577 akka 2.5.32

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1.588 punycode 2.1.1 2.1.1

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1.597 ignore-by-default 1.0.1

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 * Abstract: The main routine
 * 
 *--*/

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

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### BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)

### Additional flags when building libraries and with threads

### Compiler switch to embed a runtime search path

### Compiler switch to embed a library name

### Shared library options

### Shared object suffix

### Non-shared intermediate object suffix

### Compilation rules

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

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS\_c\)\s\$<\n| sed \"\s/\(\$\*)\./\1\.$@\ : /g\n\ | rm -f $@\"

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec "$\(GEN\_DEPS\_cc\)\s\$<\n| sed \"\s/\(\$\*)\./\1\.$@\ : /g\n\ | rm -f $@\"

## Versioned libraries rules
%.\$(SO).\$(SO\_TARGET\_VERSION\_MAJOR): %.\$(SO).\$(SO\_TARGET\_VERSION)
$\(RM\) $@ && ln -s ${<F} $@
%
%.\$(SO): %.\$(SO).\$(SO\_TARGET\_VERSION\_MAJOR)
$\(RM\) $@ && ln -s {*F}.\$\(SO\).\$(SO\_TARGET\_VERSION) $@

## Bind internal references

# LDflags that pkgdata will use
BIR\_LDFLAGS= -Wl,-Bsymbolic

# Dependencies [i.e. map files] for the final library
BIR\_DEPS=

## Remove shared library 's'
STATIC\_PREFIX\_WHEN\_USED =
STATIC\_PREFIX =

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1.637 @babel/helper-validator-option 7.14.5

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1.639 drill-opentsdb-storage 1.19.0

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1.641 @babel/plugin-transform-literals 7.16.0

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1.642 object-assign 2.1.1 2.1.1

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1.643 mute-stream 0.0.7 0.0.7

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1.646 jsreport-authentication 2.6.0 2.6.0
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1.657 hadoop 3.2.2

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uriparser - RFC 3986 URI parsing library

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 *
 * Abstract: The main routine
 *
 */

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

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ember-resolver v2.0.3
ember-spin-spinner v0.2.3
ember-truth-helpers v1.2.0
jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodings 1.0.8
Joni 2.1.2
Mockito 1.8.5
JUL to SLF4J bridge 1.7.25
SLF4J API Module 1.7.25
SLF4J LOG4J-12 Binding 1.7.25

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- Apache HBase - Server which contains JQuery minified javascript library version 1.8.3
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1.669 jsreport-sample-template 2.6.0 2.6.0

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1.682 define-property 0.2.5 0.2.5
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1.687 send 0.13.2 0.13.2

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1.693 buffer-equal-constant-time 1.0.1 1.0.1

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

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org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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1.719 d-conf 0.24.0-2

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1.722 optionator 0.8.2

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1.724 zlib 1.2.3

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The primary ANTLR guy:

Terence Parr
parrt@cs.usfca.edu
parrt@antlr.org

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/*
File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures

Some of the Basic utility functions and the Class system are based in the MooTools Framework
<http://mootools.net/license.txt>.

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1.727 socket.io-parser 2.3.1 2.3.1

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1.729 drill-format-xml 1.19.0

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1.731 once 1.4.0 1.4.0

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1.732 ws 7.3.1 7.3.1

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1.733 regex-cache 0.4.4

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1.734 range-parser 1.2.1 1.2.1

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1.735 async-replace 1.0.1 1.0.1

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1.736 jackson-jaxrs 2.12.1

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1.739 aop-alliance 1.3.1.34-5.ph2

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1.740 zlib 1.2.8

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

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1.743 busboy 0.2.14 0.2.14
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1.744 cache-api 1.0.0

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1.767 babel-helper-replace-supers 6.24.1

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

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

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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OW2

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

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

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

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- https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
- org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Match.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlib-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/REUtil.java
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1.779 read 1.0.7 1.0.7

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* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/geoip/GeoIPCityDissector.java
* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/geoip/GeoIPASNDissector.java
* /opt/cola/permits/1202446997_1631567998.12/0/httpdlog-parser-5-7-sources-jar/nl/basjes/parse/httpdlog/dissectors/geoip/AbstractGeoIPDissector.java

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* Abstract: The main routine
 *
*/

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*/

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

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

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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/LittleEndianDataOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/CapacityByteArrayOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/hadoop/metadata/Canonicalizer.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/HeapByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/ParquetRuntimeException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Log.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/ParquetRuntimeException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/hadoop/metadata/ColumnPath.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/LittleEndianDataInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/BytesUtils.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Preconditions.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/DirectByteBufferAllocator.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/Ints.java

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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/IOExceptionUtils.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/SemanticVersion.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/BytesInput.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/ShouldNeverHappenException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/SingleBufferInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobNode.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobParser.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Files.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/GlobExpander.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/util/DynConstructors.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/util/DynMethods.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/Strings.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/bytes/ByteBufferInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-
  jar/org/apache/parquet/glob/WildcardPath.java
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* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/PositionOutputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/inputfile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/outputfile.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/compression/CompressionCodecFactory.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/SeekableInputStream.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/Exceptions.java
* /opt/cola/permits/1202446201_1631568151.58/0/parquet-common-1-12-0-sources-jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
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Manifest-Version: 1.0
Implementation-Title: Netty/Transport
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high perfo
Performance protocol servers and clients.

Automatic-Module-Name: io.netty.transport
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.59.Final
Built-By: root
Bnd-LastModified: 1612782105444
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: io.netty.buffer;version="[4.1,5)";io.netty.resolver;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Transport
Bundle-Version: 4.1.59.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-transport/

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1.832 raw-body 2.3.3 2.3.3

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# Jackson JSON processor

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

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org.eclipse.jetty.toolchain:jetty-schemas

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

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bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
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em-helpers v0.5.13
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grizzly-http 2.2.21
grizzly-http-server 2.2.21
grizzly-http-servlet 2.2.21
grizzly-rcm 2.2.21

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  jar/io.netty.handler.codec/MessageToMessageCodec.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/base64/Base64Encoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/compression/SnappyFramedEncoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/string/StringDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/compression/JZlibDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/ByteToMessageDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/base64/package-info.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/serialization/package-info.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/compression/JdkZlibEncoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/marshalling/package-info.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/marshalling/UnmarshallerProvider.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/ByteToMessageCodec.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/marshalling/UnmarshallProvider.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/package-info.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/compression/ZlibWrapper.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/compression/CompressionException.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/marshalling/MarshallerProvider.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
  jar/io.netty.handler.codec/ByteToMessageCodec.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-
jar/io/netty/handler/codec/serialization/SoftReferenceMap.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/DecoderResult.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoder.java

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

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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* &lt;a href="http://iharder.sourceforge.net/current/java/base64/"&gt;Robert Harder's Public Domain
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/**
 * A decoder that splits the received ByteBufs dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * LengthFieldBasedFrameDecoder has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * <p>
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * <p>
 * The value of the length field in this example is 12 (0x0C) which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * <p>
 * <b>lengthFieldOffset</b>   = <b>0</b>
 * <b>lengthFieldLength</b>   = <b>2</b>
 * lengthAdjustment    = 0
 * initialBytesToStrip = 0 (= do not strip header)
 * <p>
 * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 * +-----------------+-----------------+ 
 * | Length | Actual Content | Length | Actual Content |
 * | 0x000C | HELLO, WORLD" | 0x000C | HELLO, WORLD" |
 * +-----------------+-----------------+
Because we can get the length of the content by calling
{@link ByteBuf#readableBytes()}, you might want to strip the length
field by specifying <tt>initialBytesToStrip</tt>. In this example, we
specified <tt>2</tt>, that is same with the length of the length field, to
strip the first two bytes.

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

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

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

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

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

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

* <pre>
* \texttt{lengthFieldOffset} = \texttt{2} (= the length of Header 1)
* \texttt{lengthFieldLength} = \texttt{3}
* \texttt{lengthAdjustment} = 0
* \texttt{initialBytesToStrip} = 0

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

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

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

* <pre>
* \texttt{lengthFieldOffset} = 0
* \texttt{lengthFieldLength} = 3
* \texttt{lengthAdjustment} = \texttt{2} (= the length of Header 1)
* \texttt{initialBytesToStrip} = 0

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

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

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

* <pre>
* \texttt{lengthFieldOffset} = 1 (= the length of HDR1)
* \texttt{lengthFieldLength} = 2

---

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

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

* +---------------+---------------+
* | HDR1 | Length | HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |
* +---------------+---------------+

* ch3>2 bytes length field at offset 1 in the middle of 4 bytes header,
  * strip the first header field and the length field, the length field
  * represents the length of the whole message</h3>

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>  = -3 (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b>  = 3

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

* +---------------+---------------+
* | HDR1 | Length | HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |
* +---------------+---------------+

* </pre>
* @see LengthFieldPrepender
*/

Found in path(s):
* /opt/cola/permits/1202446003_1631568114.9/0/netty-codec-4-0-48-final-sources-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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/** *
* Utility class for {@link ByteBuf} that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
* The encoding and decoding algorithm in this class has been derived from
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ftp/FTPFileEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ftp/SMTPClient.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/telnet/TelnetOption.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ftp/FTPFileIterator.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ftp/parser/UnixFTPEntryParser.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ProtocolCommandEvent.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/tftp/TFTP.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/pop3/POP3Reply.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/io/FromNetASCIIOutputStream.java
* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1.4.1-sources-1.jar/org/apache/commons/net/ftp/TFTPRequestPacket.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/ftp/TFTPPacketException.java
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/**
 * List all new newsgroups added to the NNTP server since a particular
 * date subject to the conditions of the specified query. If no new
 * newsgroups were added, a zero length array will be returned. If the
 * command fails, null will be returned.
 */

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

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* /opt/cola/permits/1146878576_1616835470.15/0/batik-xml-1-13-sources-1-jar/org/apache/batik/xml/scanner/resources/Messages.properties

1.909 neo-async 2.6.2 2.6.2

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1.916 @babel/plugin-proposal-private-property-in-object 7.16.0

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1.919 aspect-j 1.8.13

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1.921 fs-readdir-recursive 1.1.0

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1.922 amcharts3-responsive 1.0.5 1.0.5

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1.924 prelude-ls 1.1.2

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1.926 @babel/plugin-transform-destructuring

7.16.0

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1.927 node-extend-without-arrays 1.1.6 1.1.6

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/!
* node.extend
* Copyright 2011, John Resig
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* http://jquery.org/license
*
A port of jQuery.extend that **actually works** on node.js

[![Build Status][travis-svg]][travis-url]
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[![dev dependency status][dev-deps-svg]][dev-deps-url]

[![browser support][testling-png]][testling-url]

## Description

None of the existing ones on npm really work therefore I ported it myself.

## Usage

To install this module in your current working directory (which should already contain a package.json), run

```
npm install node.extend
```

You can additionally just list the module in your [package.json](https://npmjs.org/doc/json.html) and run npm install.

Then, require this package where you need it:

```
var extend = require('node.extend');
```

The syntax for merging two objects is as follows:

```
var destObject = extend([], sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
// NOTE: In this situation, this is not a deep merge. See below on how to handle a deep merge.
For information about how the clone works internally, view source in lib/extend.js or checkout the doc from [jQuery][]

### A Note About Deep Merge (avoiding pass-by-reference cloning)

In order to force a deep merge, when extending an object, you must pass boolean true as the first argument to extend:

```js
var destObject = extend(true, {}, sourceObject);
// Where sourceObject is the object whose properties will be copied into another.
```

See [this article](http://www.jon-carlos.com/2013/is-javascript-call-by-value-or-call-by-reference/) for more information about the need for deep merges in JavaScript.

## Credit

- Jordan Harband [@ljharb][]

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[jQuery]: http://api.jquery.com/jQuery.extend/
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Found in path(s):
* /opt/cola/permits/1026169152_1615296591.70/node-extend-1-1-6-zip/node.extend-1.1.6/Readme.md

1.928 annotations 4.1.1.4
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 */

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* /opt/cola/permits/1135864606_1613618178.74/0/annotations-4-1-1-4-sources-1-
  jar/android/annotation/SuppressLint.java
* /opt/cola/permits/1135864606_1613618178.74/0/annotations-4-1-1-4-sources-1-
  jar/android/annotation/TargetApi.java

1.929 is-core-module 2.0.0 2.0.0

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1.931 metrics-health-checks 4.1.0

1.932 fs-constants 1.0.0 1.0.0
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1.933 Cypress 1.0.0 1.0.0

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

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

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

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

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

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

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

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

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

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

_message () {
const membershipRequested = projectsStore.wasMembershipRequested(this.props.project.id)

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

_button () {
return (  
<button  
className='btn btn-primary'  
disabled={this.state.isSubmitting}  
onClick={this._requestAccess}>
  <span>  
    <i className='fa fa-paper-plane'></i>{' '}Request Access  
  </span>
  <i className='fa fa-spinner fa-spin'></i>
</button>  
)
}
_success () {
  return (
    <div className='empty'>
      <h4>
        <i className='fa fa-check passed'></i> ' Request Sent
      </h4>
      <p>
        The project owner will be notified with your request.
      </p>
    </div>
  )
}

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

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

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

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

  const id = this.props.project.id

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

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

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

export default PermissionMessage

1.934 domelementtype 2.2.0 2.2.0

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1.935 thrift 0.9.3

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compiler/cpp/src/generate/t_rb_generator.cc
compiler/cpp/src/generate/t_st_generator.cc
compiler/cpp/src/generate/t_xsd_generator.cc
compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
compiler/cpp/src/parse/t_program.h
compiler/cpp/src/thriftl.ll
compiler/cpp/src/thriftl.1l
lib/csharp/src/Protocol/TBinaryProtocol.cs
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lib/csharp/src/Server/TTThreadPoolServer.cs
lib/csharp/src/TApplicationException.cs
lib/csharp/src/Thrift.csproj
lib/csharp/src/Thrift.sln
lib/csharp/src/TProcessor.cs
lib/csharp/src/Transport/TServerSocket.cs
lib/csharp/src/Transport/TServerTransport.cs
lib/csharp/src/Transport/TTransport.cs
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lib/csharp/src/Transport/TTransportException.cs
lib/csharp/src/Transport/TTransportFactory.cs
lib/csharp/ThriftMSBuildTask/Properties/AssemblyInfo.cs
lib/csharp/ThriftMSBuildTask/ThriftBuild.cs
lib/csharp/ThriftMSBuildTask/ThriftMSBuildTask.csproj
lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
test/OptionalRequiredTest.cpp
test/OptionalRequiredTest.thrift
test/ThriftTest.thrift

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https-proxy-agent

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

### An HTTP(s) proxy `http.Agent` implementation for HTTPS
[![Build Status](https://github.com/TooTallNate/node-https-proxy-agent/workflows/Node%20CI/badge.svg)](https://github.com/TooTallNate/node-https-proxy-agent/actions?workflow=Node+CI)

This module provides an `http.Agent` implementation that connects to a specified
HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy"
server and issues the [CONNECT HTTP method][CONNECT], which tells the proxy to
open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other
protocols that use this method when connecting over proxies (i.e. WebSockets).
See the "Examples" section below for more.

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

Install with `npm`:

```bash
$ npm install https-proxy-agent
```

Examples
--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
    console.log("response" event!, res.headers);
    res.pipe(process.stdout);
});
```

#### `ws` WebSocket connection example

```js
var url = require('url');
var WebSocket = require('ws');
```
var HttpsProxyAgent = require('https-proxy-agent');

// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// WebSocket endpoint for the proxy to connect to
var endpoint = process.argv[2] || 'ws://echo.websocket.org';
var parsed = url.parse(endpoint);
console.log('attempting to connect to WebSocket %j', endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var options = url.parse(proxy);

var agent = new HttpsProxyAgent(options);

// finally, initiate the WebSocket connection
var socket = new WebSocket(endpoint, { agent: agent });

socket.on('open', function () {
  console.log("open" event!);
  socket.send('hello world');
});

socket.on('message', function (data, flags) {
  console.log("message" event! %j %j', data, flags);
  socket.close();
});

---

API

### new HttpsProxyAgent(Object options)

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an "options" object with more specific properties:

* `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
* `port` - Number - Proxy port to connect to. Required.
* `protocol` - String - If `https:`, then use TLS to connect to the proxy.
* `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
* Any other options given are passed to the `net.connect()`/`tls.connect()` functions.
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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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1.938 foodmart-data-json 0.4

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1.939 should-format 3.0.3 3.0.3

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* /opt/cola/permits/1144317897_1615901241.09/0/netty-buffer-4-1-42-final-sources-3-
  jar/io/netty/buffer/ByteBuf.java
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* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
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1.981 calcite-example-function 1.21.0

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1.982 promise 2.1.0 2.1.0

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1.983 yargs-unparser 1.6.0

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jar/io/netty/handler/codec/DefaultHeadersImpl.java
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jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/UnsupportedMessageTypeException.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/serialization/ObjectEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/protobuf/package-info.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/marshalling/ThreadLocalUnmarshallerProvider.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/LengthFieldPrepender.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/ZlibEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
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jar/io/netty/handler/codec/length/UnmarshallProvider.java
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jar/io/netty/handler/codec/compression/ZlibCodecFactory.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/base64/package-info.java
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jar/io/netty/handler/codec/marshalling/ContextBoundUnmarshallerProvider.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/compression/JZlibDecoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
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jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/DateFormatter.java
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jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/string/LineSeparator.java
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
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/
A decoder that splits the received {@link ByteBuf}s dynamically by the value of the length field in the message. It is particularly useful when you decode a binary message which has an integer header field that represents the length of the message body or the whole message.

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

* 2 bytes length field at offset 0, do not strip header

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

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* +--------+----------------+      +--------+----------------+
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |

* 2 bytes length field at offset 0, strip header

Because we can get the length of the content by calling
* { @link ByteBuf#readableBytes() }, you might want to strip the length  
* field by specifying \texttt{initialBytesToStrip}. In this example, we  
* specified \texttt{2}, that is same with the length of the length field, to  
* strip the first two bytes.
* \begin{pre}
* \textbf{lengthFieldOffset} = 0  
* \textbf{lengthFieldLength} = 2  
* \textbf{lengthAdjustment} = 0  
* \texttt{initialBytesToStrip} = \texttt{2} (= the length of the Length field)
* \end{pre}
* \begin{pre}
* \textbf{BEFORE DECODE} (14 bytes) \hspace{0.5in} \textbf{AFTER DECODE} (12 bytes)
* \begin{tabular}{ccc}
* | Length | Actual Content | \hspace{0.5in} Length | Actual Content | \\
* | 0x000C | "HELLO, WORLD" | \hspace{0.5in} | "HELLO, WORLD" |
* \end{tabular}
* \end{pre}
* 
* <h3>2 bytes length field at offset 0, do not strip header, the length field  
* represents the length of the whole message</h3>
* In most cases, the length field represents the length of the message body  
* only, as shown in the previous examples. However, in some protocols, the  
* length field represents the length of the whole message, including the  
* message header. In such a case, we specify a non-zero  
* \texttt{lengthAdjustment}. Because the length value in this example message  
* is always greater than the body length by \texttt{2}, we specify \texttt{-2} for  
* \texttt{lengthAdjustment} for compensation.
* \begin{pre}
* \textbf{lengthFieldOffset} = 0  
* \textbf{lengthFieldLength} = 2  
* \textbf{lengthAdjustment} = -2  
* initialBytesToStrip = 0
* \end{pre}
* \begin{pre}
* \textbf{BEFORE DECODE} (14 bytes) \hspace{0.5in} \textbf{AFTER DECODE} (14 bytes)
* \begin{tabular}{ccc}
* | Length | Actual Content | \hspace{0.5in} Length | Actual Content | \\
* | 0x000E | "HELLO, WORLD" | \hspace{0.5in} | "HELLO, WORLD" |
* \end{tabular}
* \end{pre}
* 
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
* The following message is a simple variation of the first example. An extra  
* header value is prepended to the message. \texttt{lengthAdjustment} is zero  
* again because the decoder always takes the length of the prepended data into  
* account during frame length calculation.
* \begin{pre}
* \textbf{lengthFieldOffset} = \textbf{2} (= the length of Header 1)
* \end{pre}
* \texttt{lengthFieldLength} = 3
* \texttt{lengthAdjustment} = 0
* \texttt{initialBytesToStrip} = 0

* **BEFORE DECODE (17 bytes) | AFTER DECODE (17 bytes)**
  * \hline
  * | Header 1 | Length | Actual Content |
  * | \texttt{0xCAFE} | \texttt{0x00000C} | "HELLO, WORLD" |
  * \hline
  * **BEFORE DECODE (17 bytes) | AFTER DECODE (17 bytes)**
  * \hline
  * | Length | Header 1 | Actual Content |
  * | \texttt{0x00000C} | \texttt{0xCAFE} | "HELLO, WORLD" |
  * \hline

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

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

* \texttt{lengthFieldOffset} = 0
* \texttt{lengthFieldLength} = 3
* \texttt{lengthAdjustment} = 2 (= the length of Header 1)
* \texttt{initialBytesToStrip} = 0

* **BEFORE DECODE (17 bytes) | AFTER DECODE (17 bytes)**
  * \hline
  * | Length | Header 1 | Actual Content |
  * | \texttt{0x00000C} | \texttt{0xCAFE} | "HELLO, WORLD" |
  * \hline

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

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

* \texttt{lengthFieldOffset} = 1 (= the length of HDR1)
* \texttt{lengthFieldLength} = 2
* \texttt{lengthAdjustment} = 2 (= the length of HDR2)
* \texttt{initialBytesToStrip} = 3 (= the length of HDR1 + LEN)

* **BEFORE DECODE (16 bytes) | AFTER DECODE (13 bytes)**
  * \hline
  * | Length | Header 1 | Actual Content |
  * | \texttt{0x00000C} | \texttt{0xCAFE} | "HELLO, WORLD" |
  * \hline
2 bytes length field at offset 1 in the middle of 4 bytes header,
strip the first header field and the length field, the length field
represents the length of the whole message

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

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

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

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* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1145449520_1616155795.37/0/netty-codec-4-1-59-final-sources-1-
  jar/io/netty/handler/codec/Headers.java

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* /opt/cola/permits/120246882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-jar/com/mongodb/client/internal/ChangeStreamIterableImpl.java
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jar/com/mongodb/client/ClientSession.java
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jar/com/mongodb/client/internal/package-info.java
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jar/com/mongodb/client/TransactionBody.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-
jar/com/mongodb/client/internal/ClientSessionClock.java
* /opt/cola/permits/1202446882_1631568039.69/0/mongodb-driver-sync-4-2-3-sources-
jar/com/mongodb/client/internal/ClientSessionImpl.java

1.995 failureaccess 1.0.1

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Bundle-NativeCode: META-INF/native/libnetty-tcnative.jnilib;osname=macos;osname=macosx;;processor=x86_64
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* /opt/cola/permits/1202446267_1631568188.82/0/netty-tcnative-2-0-1-final-sources-jar/io/netty/internal/tcnative/SniHostNameMatcher.java

1.1006 caseless 0.12.0 0.12.0
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*/

package io.swagger.annotations;

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

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

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

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

/**
 * An optional URL for the license.
 *
 * @return an optional URL for the license.
 */
 String url() default "";
}
1.1008 jline-style 3.12.1

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* /opt/cola/permits/1114600388_1607534029.29/0/jline-style-3-12-1-sources-jar/META-INF/maven/org.jline/jline-style/pom.xml

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* /opt/cola/permits/1114600388_1607534029.29/0/jline-style-3-12-1-sources-jar/org/jline/style/StyleSource.java
* /opt/cola/permits/1114600388_1607534029.29/0/jline-style-3-12-1-sources-jar/org/jline/style/StyleExpression.java
* /opt/cola/permits/1114600388_1607534029.29/0/jline-style-3-12-1-sources-jar/org/jline/style/StyleFactory.java

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1.1009 hk2-locator 2.2.0-b21

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1.1010 hbase-procedure 2.4.2

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1.1011 has-own-deep 1.1.0 1.1.0

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1.1012 gtk 3.18.9-1ubuntu3.3

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

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

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

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

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

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

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

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

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1.1013 netty-transport-native-epoll
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 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
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 * Set the {@code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
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1.1019 http-errors 1.7.2 1.7.2
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Many thanks to all of you.

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Also, for each distributor's protection, we want to make certain that everyone understands that there is no warranty for this free library. If the library is modified by someone else and passed on, we want its recipients to know that what they have is not the original version, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)
These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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

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

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

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

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

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

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

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

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

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

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

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Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

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When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with
We call this license the "Lesser" General Public License because it does less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

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

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

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

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

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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr/v4/runtime/dfa/DFASerializer.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr/v4/runtime/FailedPredicateException.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr/v4/runtime/ANTLRInputStream.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/tree/pattern/ParseTreePatternMatcher.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/atan/RangeTransition.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/atan/ActionTransition.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/atan/OrderedATNConfigSet.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/RuntimeMetaData.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/InterpreterRuleContext.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/lexer/Lexer.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/VocabularyImpl.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/atan/LexerActionType.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources-jar/antlr4/runtime/atan/ATNState.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/tree/TerminalNodeImpl.java
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* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/PlusBlockStartState.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/StarBlockStartState.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/CharStream.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/PredictionContext.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/CodePointTransitions.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/NoViableAltException.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/LexerNoViableAltException.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/lexer/LexerModeAction.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/lexer/LexerMoreAction.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/lexer/CommonTokenStream.java
* /opt/ws_local/PERMITS_SQL/1092523039_1600741420.05/0/antlr4-runtime-4-8-1-sources.jar/org/antlr/v4/runtime/atn/lexer/ANTLRFileStream.java

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1.1053 event-emitter 0.3.5

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1.1054 de.huxhorn.sulky.codec 0.9.17

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1.1056 grpc-context 1.27.1

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1.1059 commondir 1.0.1

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1.1060 oauth-sign 0.9.0 0.9.0

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1.1082 @babel/plugin-syntax-class-properties

7.12.13

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= Commander

The complete solution for Ruby command-line executables.
Commander bridges the gap between other terminal related libraries
you know and love (OptionParser, HighLine), while providing many new
features, and an elegant API.

== Features

* Easier than baking cookies
* Parses options using OptionParser
* Auto-populates struct with options (no more \{v\} options[:recursive] = v )
* Auto-generates help documentation via pluggable help formatters
* Optional default command when none is present
* Global / Command level options
* Packaged with two help formatters (Terminal, TerminalCompact)
* Imports the highline gem for interacting with the terminal
* Adds additional user interaction functionality
* Highly customizable progress bar with intuitive, simple usage
* Multi-word command name support such as 'drupal module install MOD', rather than 'drupal module_install MOD'
* Sexy paging for long bodies of text
* Support for MacOS text-to-speech
* Command aliasing (very powerful, as both switches and arguments can be used)
* Growl notification support for MacOS
* Use the 'commander' executable to initialize a commander driven program

== Installation
$ gem install commander

== Quick Start

To generate a quick template for a commander app, run:

$ commander init yourfile.rb

== Example

For more option examples view the Commander::Command#option method. Also an important feature to note is that action may be a class to instantiate, as well as an object, specifying a method to call, so view the RDoc for more information.

```ruby
require 'rubygems'
require 'commander/import'

# :name is optional, otherwise uses the basename of this executable
program :name, 'Foo Bar'
program :version, '1.0.0'
program :description, 'Stupid command that prints foo or bar.'

command :foo do |c|
  c.syntax = 'foobar foo'
  c.description = 'Displays foo'
  c.action do |args, options|
    say 'foo'
  end
end

command :bar do |c|
  c.syntax = 'foobar bar [options]'
  c.description = 'Display bar with optional prefix and suffix'
  c.option '--prefix STRING', String, 'Adds a prefix to bar'
  c.option '--suffix STRING', String, 'Adds a suffix to bar'
  c.action do [args, options]
    say "#{options.prefix}bar#{options.suffix}"
  end
end
```

$ foobar bar
  # => (bar)

$ foobar bar --suffix '{' --prefix '}'
  # => {bar}

== HighLine
As mentioned above the highline gem is imported into 'global scope', below are some quick examples for how to utilize highline in your command(s):

# Ask for password masked with '*' character
ask("Password: ") { |q| q.echo = "*" }

# Ask for password
ask("Password: ") { |q| q.echo = false }

# Ask if the user agrees (yes or no)
agree("Do something?")

# Asks on a single line (note the space after ':')
ask("Name: ")

# Asks with new line after "Description:"
ask("Description:")

# Calls Date#parse to parse the date string passed
ask("Birthday? ", Date)

# Ensures Integer is within the range specified
ask("Age? ", Integer) { |q| q.in = 0..105 }

# Asks for a list of strings, converts to array
ask("Fav colors?", Array)

== HighLine & Interaction Additions

In addition to highline's fantastic choice of methods, commander adds the following methods to simplify common tasks:

# Ask for password
password

# Ask for password with specific message and mask character
password "Enter your password please:", '-'

# Ask for CLASS, which may be any valid class responding to #parse. Date, Time, Array, etc
names = ask_for_array 'Names: '
bday = ask_for_date 'Birthday?: '

# Simple progress bar (Commander::UI::ProgressBar)
uris = %w[
  http://vision-media.ca
  http://google.com
  http://yahoo.com
]
progress uris do |uri|
  res = open uri
  # Do something with response
end

#'Log' action to stdout
log "create", "path/to/file.rb"

# Enable paging of output after this point
enable_paging

# Ask editor for input (EDITOR environment variable or whichever is available: TextMate, vim, vi, emacs, nano, pico)
ask_editor

# Ask editor, supplying initial text
ask_editor 'previous data to update'

# Ask editor, preferring a specific editor
ask_editor 'previous data', 'vim'

# Choose from an array of elements
choice = choose("Favorite language?", :ruby, :perl, :js)

# Alter IO for the duration of the block
io new_input, new_output do
  new_input_contents = $stdin.read
  puts new_input_contents # outputs to new_output stream
end
# $stdin / $stdout reset back to original streams

# Speech synthesis
speak 'What is your favorite food?'
food = ask 'favorite food?: '
speak "Wow, I like #{food} too. We have so much in common."

# Execute arbitrary applescript
applescript 'foo'

# Converse with speech recognition server
case converse 'What is the best food?', :cookies => 'Cookies', :unknown => 'Nothing' when :cookies
  speak 'O.m.g. you are awesome!' else
case converse 'That is lame, shall I convince you cookies are the best?', :yes => 'Ok', :no => 'No', :maybe => 'Maybe another time' when :yes
speak 'Well you see, cookies are just fantastic, they melt in your mouth.'
else
  speak 'Ok then, bye.'
end
end

== Growl Notifications

Commander provides methods for displaying Growl notifications. To use these methods you need to install http://github.com/visionmedia/growl which utilizes the growlnotify[http://growl.info/extras.php#growlnotify] executable. Note that growl is auto-imported by Commander when available, no need to require.

# Display a generic Growl notification
notify 'Something happened'

# Display an 'info' status notification
notify_info 'You have #{emails.length} new email(s)'

# Display an 'ok' status notification
notify_ok 'Gems updated'

# Display a 'warning' status notification
notify_warning '1 gem failed installation'

# Display an 'error' status notification
notify_error "Gem #{name} failed"

growlnotify can also be installed via homebrew[http://mxcl.github.com/homebrew/]:

$ brew install growlnotify

== Commander Goodies

=== Option Defaults

The options struct passed to #action provides a #default method, allowing you to set defaults in a clean manner for options which have not been set.

c.command :foo do |c|
  c.option '--interval SECONDS', Integer, 'Interval in seconds'
  c.option '--timeout SECONDS', Integer, 'Timeout in seconds'
  c.action do [args, options]
    options.default 
    :interval => 2,
    :timeout  => 60
  end
end
=== Command Aliasing

Aliases can be created using the #alias_command method like below:

```ruby
command :'install gem' do |c|
  c.action { puts 'foo' }
end
alias_command :'gem install', :'install gem'
```

Or more complicated aliases can be made, passing any arguments as if it was invoked via the command line:

```ruby
command :'install gem' do |c|
  c.syntax = 'install gem <name> [options]
  c.option '--dest DIR', String, 'Destination directory'
  c.action { |args, options| puts "installing #{args.first} to #{options.dest}" }
end
alias_command :update, :'install gem', 'rubygems', '--dest', 'some_path'
```

```
$ foo update
 #=> installing rubygems to some_path
```

=== Command Defaults

Although working with a command executable framework provides many benefits over a single command implementation, sometimes you still want the ability to create a terse syntax for your command. With that in mind we may use #default_command to help with this. Considering our previous :'install gem' example:

```ruby
default_command :update
```

```
$ foo
 #=> installing rubygems to some_path
```

Keeping in mind that commander searches for the longest possible match when considering a command, so if you were to pass arguments to foo like below, expecting them to be passed to :update, this would be incorrect, and would end up calling :'install gem', so be careful that the users do not need to use command names within the arguments.

```
$ foo install gem
 #=> installing to
```

=== Additional Global Help

Arbitrary help can be added using the following #program symbol:
AUTHOR:

TJ Holowaychuk <tj@vision-media.ca>

=== Global Options

Although most switches will be at the command level, several are available by default at the global level, such as --version, and --help. Using #global_option you can add additional global options:

```ruby
global_option('-c', '--config FILE', 'Load config data for your commands to use') { |file| ... }
```

This method accepts the same syntax as Commander::Command#option so check it out for documentation.

All global options regardless of providing a block are accessible at the command level. This means that instead of the following:

```ruby
global_option('--verbose') { $verbose = true }
...
c.action do [args, options]
  say 'foo' if $verbose
...
```

You may:

```ruby
.global_option '--verbose'
...
c.action do [args, options]
  say 'foo' if options.verbose
...
```

=== Formatters

Two core formatters are currently available, the default Terminal formatter as well as TerminalCompact. To utilize a different formatter simply use :help_formatter like below:

```ruby
program :help_formatter, Commander::HelpFormatter::TerminalCompact
```

Or utilize the help formatter aliases:

```ruby
program :help_formatter, :compact
```

This abstraction could be utilized to generate HTML documentation for your executable.
== Tips

When adding a global or command option, OptionParser implicitly adds a small switch even when not explicitly created, for example `-c` will be the same as `--config` in both examples, however `-c` will only appear in the documentation when explicitly assigning it.

```
  global_option '-c', '--config FILE'
  global_option '--config FILE'
```

== ASCII Tables

For feature rich ASCII tables for your terminal app check out visionmedia's terminal-table gem at http://github.com/visionmedia/terminal-table

```
+----------+-------+----+--------+-----------------------+
| Terminal | Table | Is | Wicked | Awesome               |
+----------+-------+----+--------+-----------------------+
|          |       |    |        | get it while its hot! |
+----------+-------+----+--------+-----------------------+
```

== Running Specifications

```
$ rake spec
```

OR

```
$ spec --color spec
```

== Contrib

Feel free to fork and request a pull, or submit a ticket
http://github.com/visionmedia/commander/issues

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Found in path(s):
* /opt/cola/permits/1163925133_1620933582.81/0/commander-4-1-1-gem/data-tar-gz/README.rdoc

1.1090 orc-tools 1.5.6
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See <a href="https://linux.die.net/7/tcp">TCP_QUICKACK</a> for more details.

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Eclipse

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

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

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

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

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

-----
Oracle OpenJDK

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

* java.sun.security.ssl

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

-----
OW2

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

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

-----
Apache

The following artifacts are ASL2 licensed.

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

-----
MortBay

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1103 follow-redirects 1.14.5 1.14.5

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1.1104 jackson-xc 2.10.4

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It is currently developed by a community of developers, as well as supported
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1.1105 source-map-support 0.4.18 0.4.18
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1.1106 has-symbols 1.0.0

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1.1107 fast-safe-stringify 2.0.7 2.0.7

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1.1108 i 0.3.6 0.3.6

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1.1109 jsrender 1.0.4

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1.1110 parquet-avro 1.12.0

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1.1113 junit-jupiter-api 5.7.0
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version 1.2.11, January 15th, 2017

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1.1116 regjsparser 0.1.5 0.1.5

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1.1134 strip-ansi 6.0.0 6.0.0

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1.1138 univocity-parsers 2.8.3

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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/annotations/BooleanString.java
* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/common/processor/core/AbstractBeanListProcessor.java
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/common/processor/core/Processor.java
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/csv/CsvWriter.java
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/csv/TestUtils.java
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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-tar-gz/uniVocity-univocity-parsers-a19fc0e/src/main/java/com/univocity/parsers/common/processor/BatchedObjectColumnProcessor.java

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* /opt/ws_local/PERMITS_SQL/1092334798_1600713115.55/0/univocity-univocity-parsers-v2-8-3-0-gcaf1775-targ-
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* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/Handler.java
* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/Constants.java
* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/RecordComponentWriter.java
* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/RecordComponentVisitor.java
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* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/ConstantDynamic.java
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* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2-jar/org/objectweb/asm/SignatureWriter.java
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jar/org/objectweb/asm/MethodTooLargeException.java
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* /opt/cola/permits/1135907460_1613628459.33/0/asm-7-3-1-sources-2.jar/org/objectweb/asm/package.html

1.1140 sqlite-jdbc 3.30.1

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1.1141 decamelize 1.2.0 1.2.0

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1.1142 commander 4.1.1 4.1.1

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1.1143 mocha 7.2.0

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1.1144 media-typer 0.3.0 0.3.0

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1.1145 swagger-annotations 2.0.7

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 */
package io.swagger.v3.oas.annotations.info;

import io.swagger.v3.oas.annotations.extensions.Extension;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
 * The annotation may be used in {@link Info#license()} to define a license for the OpenAPI spec.
 * @see <a target="_new" href="https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject">License (OpenAPI specification)</a>
 * @see io.swagger.v3.oas.annotations.OpenAPIDefinition
 * @see Info
 **/
@Target({})
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
 * The license name used for the API.
 * @return the name of the license
 **/
String name() default "";

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

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

1.1146 node-promises 0.5.14 0.5.14

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1.1147 moment 2.29.1 2.29.1

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1.1148 @babel/plugin-transform-spread

7.16.0

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1.1150 should-type 1.4.0 1.4.0
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1.1151 raw-body 2.4.0 2.4.0
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1.1152 path-exists 4.0.0

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1.1153 generate-schema 2.6.0 2.6.0

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1.1154 safe-buffer 5.1.1 5.1.1

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1.1155 user-home 1.1.1

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1.1156 path-parse 1.0.6
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* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/CharSequenceReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/HashingInputStream.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/UndirectedGraphConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/UndirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ArrayListMultimapGwtSerializationDependencies.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/NetworkBuilder.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/NetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MapIteratorCache.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/EndpointPairIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ValueGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/AbstractValueGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/DirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/MultiEdgesConnecting.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collection/ImmutableMultisetGwtSerializationDependencies.java

/jar/com/google/common/graph/ConfigurableValueGraph.java

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/jar/com/google/common/collection/ForwardingImmutableList.java

/jar/com/google/common/collection/TransformedListIterator.java

/jar/com/google/common/collection/UnmodifiableSortedMultiset.java

/jar/com/google/common/collection/FilteredKeyListMultimap.java

/jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java

/jar/com/google/common/collection/TransformedIterator.java

/jar/com/google/common/collection/EvictingQueue.java

/jar/com/google/common/collection/AbstractNavigableMap.java

/jar/com/google/common/collection/ForwardingDeque.java

/jar/com/google/common/collection/TreeTraverser.java

/jar/com/google/common/collection/FilteredEntrySetMultimap.java

/jar/com/google/common/collection/TreeRangeMap.java

/jar/com/google/common/collection/AbstractMultimap.java
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  jar/com/google/common/graph/ImmutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/ImmutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/Graph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/collect/TopKSelector.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/graph/Graphs.java

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  jar/com/google/common/util/concurrent/Atomics.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/Monitor.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/net/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/base/Equivalence.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Strings.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/annotations/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Ascii.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/EnumMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Supplier.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LineReader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LineBuffer.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/DeadEvent.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Predicate.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/FinalizableSoftReference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/Files.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/CharStreams.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/AbstractFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Charsets.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/Primitives.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/AllowConcurrentEvents.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/Flushables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Throwables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/AbstractIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Objects.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/FinalizableWeakReference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/AsyncEventBus.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/LittleEndianDataInputStream.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/MultiInputStream.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/io/Resources.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Preconditions.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Serialization.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/StandardRowSortedTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Serializer.java
jar/com/google/common/collect/Range.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableMapEntrySet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Platform.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/HashBasedTable.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableMapValues.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableListMultimap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableMapKeySet.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/PeekingIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Tables.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/RegularImmutableMap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/MapDifference.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ListMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Interner.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Synchronized.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/TreeMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractMapBasedMultimap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/Multimap.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ForwardingMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/LexicographicalOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ExplicitOrdering.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/TreeMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/RegularImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Maps.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingCollection.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/NaturalOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ComparatorOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/Multimaps.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/AbstractMapBasedMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/CompoundOrdering.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/HashMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/EnumHashBiMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ImmutableList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collection/ForwardingIterator.java

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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableRangeSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/Invokable.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/ClassPath.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/xml/package-info.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/Parameter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableClassToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ComputationException.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ComparisonChain.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableAsList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractIndexedListIterator.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ArrayTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/RegularImmutableList.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableSortedMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ImmutableSortedSetFauxverideShim.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/ForwardingTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/EmptyImmutableSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
jar/com/google/common/collect/DiscreteDomain.java

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 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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jar/com/google/common/base/SmallCharMatcher.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/Quantiles.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/Dispatcher.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/eventbus/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/MoreObjects.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java
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 */

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

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/Partially.java
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  jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/escape/CharEscaper.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/reflect/TypeToken.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/annotations/VisibleForTesting.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/PatternFilenameFilter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
  jar/com/google/common/io/AppendableWriter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/escape/Platform.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/SparseImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/UrlEscapers.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/Funnel.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/LoadingCache.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/MediaType.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Absent.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/HttpHeaders.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/Optional.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/LongMath.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/reflect/TypeParameter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/net/HostAndPort.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/BigIntegerMath.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/Funnels.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractSortedMultiset.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/AbstractStreamingHashFunction.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/ForwardingCache.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/BloomFilter.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/hash/HashingOutputStream.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/EmptyContiguousSet.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/math/package-info.java
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* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/BaseGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ObjectCountLinkedHashMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/ObjectCountHashMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/EnumCountHashMap.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/AbstractObjectCountMap.java

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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/CommonPattern.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/CommonMatcher.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/PatternCompiler.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/base/JdkPattern.java
* /opt/ws_local/PERMITS_SQL/1069088313_1594481589.37/0/guava-22-0-android-sources-jar/com/google/common/collect/MultitransformedIterator.java

1.1172 ms 2.1.3 2.1.3
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1.1174 atk 2.18.1-2ubuntu1

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/**
 * Constructs a new [@link LocalVariablesSorter]. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the [@link #LocalVariablesSorter(int, int, String, MethodVisitor)]
 * version.
 *
 * @param access access flags of the adapted method.
* @param descriptor the method's descriptor (see {@link Type}).
* @param methodVisitor the method visitor to which this adapter delegates calls.
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*/

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/**
 * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link #SerialVersionUIDAdder(int, ClassVisitor)}
 * version.
 *
 * @param classVisitor a {@link ClassVisitor} to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
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jar/org/objectweb/asm/commons/StaticInitMerger.java
* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
jar/org/objectweb/asm/commons/ModuleResolutionAttribute.java
* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
jar/org/objectweb/asm/commons/AnalyzerAdapter.java
* /opt/cola/permits/1135907511_1613628615.48/0/asm-commons-7-3-1-sources-1-
jar/org/objectweb/asm/commons/ClassRemapper.java
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jar/org/objectweb/asm/commons/Method.java
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/**
 * Constructs a new { @link GeneratorAdapter }. <i>Subclasses must not use this constructor</i>.
 * Instead, they must use the { @link #GeneratorAdapter(int, MethodVisitor, int, String, String) }
 * version.
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @param access the method's access flags (see { @link Opcodes }).
 * @param name the method's name.
 * @param descriptor the method's descriptor (see { @link Type }).
* @throws IllegalStateException if a subclass calls this constructor.
*/

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jar/org/objectweb/asm/commons/GeneratorAdapter.java

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* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/LocalizableSupport.java
* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/LocaleGroup.java
* /opt/cola/permits/1135872594_1613620755.73/0/batik-i18n-1-13-sources-1.jar/org/apache/batik/i18n/ExtendedLocalizable.java

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**1.1192 wide-align 1.1.3**

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1.1194 babel-plugin-transform-es2015-literals
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1.1195 xerces-j 2.12.0
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1.1196 lodash-padstart 4.6.1 4.6.1

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1.1198 base16 1.0.0 1.0.0
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-------------------------------

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk

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A. HISTORY OF THE SOFTWARE

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

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

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

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jar/javassist/bytecode/annotation/InterfaceMemberValue.java
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1.1230 babel-plugin-transform-regenerator

6.26.0 6.26.0

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1.1235 babel-runtime 6.26.0

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1.1236 @babel/plugin-transform-modules-systemjs 7.16.0

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1.1239 @babel/plugin-transform-sticky-regex

7.16.0

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1.1240 zookeeper 3.5.7

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* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/MapGeometry.java
* /opt/ws_local/PERMITS_SQL/1092327381_1600729703.66/0/esri-geometry-api-2-2-2-sources-jar/com/esri/core/geometry/SimpleRasterizer.java
1.248 commons-lang3 3.9

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1.1249 mkdirp-promise 1.1.0 1.1.0

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1.1250 is-glob 4.0.1 4.0.1

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1.1252 json5 2.2.0

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1.1253 jnr-posix 3.0.44
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1.1257 jsonify 0.0.0

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# jsonify

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

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

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

# methods

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

## json.parse(source, reviver)

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

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

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

Return a string representation for `value`.

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

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

# install

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

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

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocket/WebSocket13FrameDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocket/WebSocket08FrameDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/http2/helloworld/frame/client/Http2ClientFrameInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/http2/helloworld/frame/client/Http2FrameClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/buffer/search/AbstractMultiSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/buffer/search/BitapSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/buffer/search/AhoCorasicSearchProcessorFactory.java
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jar/io/netty/buffer/search/SearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/http2/helloworld/frame/client/Http2ClientStreamFrameResponseHandler.java
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jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/buffer/search/MultiSearchProcessor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/buffer/search/SearchProcessor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/SslHandshakeTimeoutException.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttUnsubAckPayload.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketProtocolCodec.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/haproxy/HAProxyServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/StacklessClosedChannelException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttPubReplyMessageVariableHeader.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/haproxy/HAProxyMessageEncoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageIdAndPropertiesVariableHeader.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/dns/udp/DnsClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/haproxy/HAProxyHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketChatServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/websocketx/WebSocketClientHandshakeException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/stomp/websocket/StompWebSocketClientPageHandler.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/SizeClasses.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttProperties.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/stomp/websocket/StompChatHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactoryBuilder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/LoggingDnsQueryLifeCycleObserverFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/DomainWildcardMappingBuilder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/dns/tcp/TcpDnsClient.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/UnixResolverOptions.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/SizeClassesMetric.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttSubscriptionOption.java

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jar/io/netty/channel/AbstractCoalescingBufferQueue.java
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nar/io/netty/handler/ssl/SslMasterKeyHandler.java
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nar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshakerFactory.java
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nar/io/netty/handler/codec/http/websocketx/extensions/WebSocketExtensionFilter.java
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nar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
nar/io/netty/handler/codec/http2/DefaultHttp2SettingsAckFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
nar/io/netty/channel/EventLoopTaskQueueFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
nar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker08.java
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/* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketServerHandshaker.java */
/* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/TrustManagerFactoryWrapper.java */
/* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/KeyManagerFactoryWrapper.java */
/* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatBroker.java */
/* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/mqtt/heartBeat/MqttHeartBeatClientHandler.java */
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/TcpDnsQueryEncoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/DnsAddressResolveContext.java
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*/
/**
 * Set the {@code TCP_MD5SIG} option on the socket. See {@code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/SslProvider.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/mqtt/MqttMessageFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/HttpHeaderNames.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/compression/DeflateFrameClientExtensionHandshaker.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/OpenSslServerContext.java
* /opt/ cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/ApplicationProtocolUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http/websocketx/benchmarkserver/WebSocketServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4.1.56-final-sources-jar/io/netty/util/collection/CharObjectMap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4.1.56-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4.1.56-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4.1.56-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ConnectionDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/internal/tcnative/NativeStaticallyReferencedJniMethods.java

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/FormattingTuple.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/MessageFormatter.java

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* jar/io/netty/channel/DefaultChannelHandlerContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
* jar/io/netty/util/internal/CleanerJava6.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
* jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
* jar/io/netty/util/concurrent/FastThreadLocalThread.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
* jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
* jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java

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  jar/io/netty/internal/tcnative/SSL.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/internal/tcnative/SSLContext.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/internal/tcnative/Buffer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/internal/tcnative/Library.java
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  jar/io/netty/util/internal/shaded/org/jctools/maps/NonBlockingSetInt.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/util/internal/shaded/org/jctools/queues/AtomicReferenceArrayQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentCircularArrayQueue.java
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jar/io/netty/util/internal/shaded/org/jctools/util/InternalAPI.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
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jar/io/netty/util/internal/shaded/org/jctools/queues/MpscCompoundQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpscArrayQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/Log4JLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/CommonsLogger.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/InternalLogger.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/qotm/QuoteOfTheMomentServer.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/DefaultEventExecutor.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/timeout/ReadTimeoutHandler.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownEvent.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http/file/HttpStaticFileServer.java
*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketHandshakeException.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/package-info.java
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*/opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/internal/logging/Slf4JLoggerFactory.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ChannelFuture.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/marshalling/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/DefaultEventLoop.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/ByteBufInputStream.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/multipart/Abstract DiskHttpData.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ codec/sctp/SctpOutboundByteStreamHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/rtsp/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/DefaultHttpContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/HttpContentDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/stream/ChunkedStream.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/proxy/HexDumpProxyFrontendHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/udt/echo/message/MsgEchoClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/TooLongFrameException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/proxy/HexDumpProxyFrontendHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/example/discard/DiscardServer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/CookieDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/concurrent/SucceededFuture.java
jar/io/netty/channel/ChannelPipelineException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/bootstrap/AbstractBootstrap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/concurrent/GlobalEventExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/channel/local/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/util/AttributeMap.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/proxy/HexDumpProxyInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/example/localecho/LocalEchoClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/http/HttpContentEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/socks/SocksMessage.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageAggregator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/spdy/SpdyHttpHeaders.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
jar/io/netty/handler/codec/MessageToMessageEncoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/stream/ChunkedFile.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/SocksMessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/scp/tcp/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socksx/v5/Socks5InitialRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socksx/v4/Socks4CommandStatus.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ioio/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socksx/v5/Socks5InitialResponse.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/rtsp/RtspObjectDecoder.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/SocksConnectRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/SocksmodifyRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/SocksCommandStatus.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/socks4/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/SocksCommand.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks4MessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks4ConnectRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks4modifyRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks4CommandStatus.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks4Command.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks5MessageEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks5ConnectRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks5modifyRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks5CommandStatus.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/Socks5Command.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/socks4/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/socks/socks5/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/socket/oio/package-info.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/socket/oio/OioDatagramChannel.java
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*/
/**
 * A decoder that splits the received [@link ByteBuf]s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * [@link LengthFieldBasedFrameDecoder] has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * 
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * 
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
 * 
 * BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
 * +--------+----------------+      +--------+----------------+
 * | Length | Actual Content |----->| Length | Actual Content |
 * | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
 * +--------+----------------+      +--------+----------------+
 */

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

* Because we can get the length of the content by calling
* [@link ByteBuf#readableBytes()], you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* initialBytesToStrip = 2 (= the length of the Length field)

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
  +--------+----------------+-----+----------------+
  | Length | Actual Content |    | Actual Content |
  +--------+----------------+-----+----------------+
  | 0x000C | "HELLO, WORLD" |    | "HELLO, WORLD" |
  +--------+----------------+-----+----------------+

* <pre>

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

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

* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = -2 (= the length of the Length field)
* initialBytesToStrip = 0

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
  +--------+----------------+-----+----------------+
  | Length | Actual Content |    | Actual Content |
  +--------+----------------+-----+----------------+
  | 0x000E | "HELLO, WORLD" |    | "HELLO, WORLD" |
  +--------+----------------+-----+----------------+

* </pre>

* 3 bytes length field at the end of 5 bytes header, do not strip header
  The following message is a simple variation of the first example. An extra
  header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
  again because the decoder always takes the length of the prepended data into
  account during frame length calculation.
* <pre>

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

* </pre>

* 3 bytes length field at the end of 5 bytes header, do not strip header
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* ch3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* <b>lengthAdjustment</b>    = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
* </pre>
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE  | "HELLO, WORLD" |      | 0x00000C | 0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* ch3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthFieldLength</tt> and the extra <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* </pre>
*
* BEFORE DECODE (16 bytes)                      AFTER DECODE (13 bytes)
* +----------+----------+----------------+      +----------+----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------------+
* </pre>
Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example. We have to count the length of HDR1 and Length into \texttt{lengthAdjustment}.

Please note that we don’t need to take the length of HDR2 into account because the length field already includes the whole header length.

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

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

\@see LengthFieldPrepender

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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/tiles/Http1RequestHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/UnsafeByteBufUtil.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/HashingStrategy.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/DomainSocketReadWriteMode.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/pool/ChannelPool.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/DefaultCookie.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DatagramDnsQueryEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/_descriptor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/tiles/Http2RequestHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollMode.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/cookie/CookieUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java

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* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DefaultDnsRawRecord.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DnsQueryContextManager.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/unix/UnixChannel.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/unix/DomainSocketChannelConfig.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/cookie/CookieEncoder.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/cookie/ClientCookieEncoder.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/cookie/UnsupportedValueConverter.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http/HttpExpectationFailedEvent.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1119092601_161414555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/unix/DefaultHostsFileEntriesResolver.java
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 */

/*
 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {@code TCP_QUICKACK} option on the socket.
 * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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 * Unless required by applicable law or agreed to in writing, software
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
  * its [@link ChannelPipeline].
  *
  * <h3>Sub-types</h3>
  *
  * [@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its
  * subtypes:
  * <ul>
  * <li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>
  * <li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>
  * </ul>
  *
  * <p>
  * Alternatively, the following adapter classes are provided for your convenience:
  * <ul>
  * <li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>
  * <li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>
  * <li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>
  * </ul>
  *
  * <p>
  * For more information, please refer to the documentation of each subtype.
  *
  *
  * <h3>The context object</h3>
  *
  * A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext]
  * object. A [@link ChannelHandlerContext] is supposed to interact with the
  * [@link ChannelPipeline] it belongs to via a context object. Using the
  * context object, the [@link ChannelHandler] can pass events upstream or
  * downstream, modify the pipeline dynamically, or store the information
  * (using [@link AttributeKey]s) which is specific to the handler.
  *
  * <h3>State management</h3>
  *
  * A [@link ChannelHandler] often needs to store some stateful information.
  * The simplest and recommended approach is to use member variables:
  *
  * public interface Message {
  *     // your methods here
  * }
  *
* public class DataServerHandler extends [@link SimpleChannelInboundHandler]$\langle$Message\rangle\{ 

  * private boolean loggedIn;

  * { [@code @Override] 
    * public void channelRead0([@link ChannelHandlerContext] ctx, Message message) \{ 
      * if (message instanceof LoginMessage) \{ 
        * authenticate((LoginMessage) message); 
        * $<$b$>$loggedIn = true;$<$/b$>$
      * } else (message instanceof GetDataMessage) \{ 
        * if ($<$b$>$loggedIn$<$/b$>$) \{ 
          * ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
        * } else { 
          * fail(); 
        * }
      * }
    * }
  * ...
  * }

  * </pre>
  * Because the handler instance has a state variable which is dedicated to
  * one connection, you have to create a new handler instance for each new
  * channel to avoid a race condition where a unauthenticated client can get
  * the confidential information:

  * "Create a new handler instance per channel.
  * See [@link ChannelInitializer#initChannel(Channel)]."

  * public class DataServerInitializer extends [@link ChannelInitializer]$\langle$Channel\rangle\{ 
    * { [@code @Override] 
      * public void initChannel([@link Channel] channel) \{ 
        * channel.pipeline().addLast("handler", $<$b$>$new DataServerHandler($<$/b$>$));
      * }
    * }

  * </pre>

  * "Using [@link AttributeKey]s"

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

  * { [@link ChannelHandlerContext]: 
    * "public interface Message \{
      * // your methods here
    * \}"

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

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* */

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

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

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  jar/io/netty/util/internal/ResourcesUtil.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-
  jar/io/netty/handler/codec/redis/InlineCommandRedisMessage.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http/websocketx/WebSocketChunkedInput.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/PromiseCombiner.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/smt/PackageInfo.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/haproxy/HAProxySSLTLV.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/DefaultDnsCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/AbstractHttp2StreamFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/DateFormatter.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2WindowUpdateFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/helloworld/multiplex/server/Http2ServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/unix/Limits.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2ResetFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/UnorderedThreadPoolEventExecutor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/Http2FrameStreamException.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/util/concurrent/EventExecutorChooserFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2GoAwayFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/http2/DefaultHttp2PingFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/resolver/dns/NoopDnsCache.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/redis/RedisClientHandler.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DnsPtrRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/channel/kqueue/KQueueServerSocketChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/example/http2/helloworld/frame/server/Http2ServerInitializer.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources-jar/io/netty/handler/codec/dns/DefaultDnsOptEcsRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/smtp/SmtpCommand.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueueServerSocketChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/BsdSocket.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/SelectStrategyFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/concurrent/DefaultEventExecutorChooserFactory.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/Http2FrameStreamVisitor.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueueChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/CodecOutputList.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueueSocketChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/util/internal/ConstantTimeUtils.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/resolver/dns/RoundRobinDnsAddressResolverGroup.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/AbstractKQueueStreamChannel.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/unix/ErrorsStaticallyReferencedJniMethods.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueue.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/Http2StreamFrame.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DefaultHttp2WindowUpdateFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/AdvancedLeakAwareCompositeByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/InflightNameResolver.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DefaultHttp2DataFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueueDatagramChannel.java
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* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/AbstractDnsOptPseudoRrRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/dns/DnsOptEcsRecord.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DefaultHttp2HeadersFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/smtph/SmtpRequest.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/smtph/DefaultSmtpContent.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/PooledDuplicatedByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/channel/kqueue/KQueueDatagramChannelConfig.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/WrappedCompositeByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DefaultHttp2DataFrame.java
* /opt/cola/permits/1119092601_1614145555.72/0/netty-all-4-1-56-final-sources.jar/io/netty/handler/codec/http2/DefaultHttp2HeadersFrame.java
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1.1274 reactapp 1.0.0 1.0.0

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/PendingWriteQueue.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelFactory.java
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 */
Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in its {@link ChannelPipeline}. 

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

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

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

The context object

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

State management

A {@link ChannelHandler} often needs to store some stateful information. The simplest and recommended approach is to use member variables:
* public interface Message {
    // your methods here
*
* public class DataServerHandler extends @link SimpleChannelInboundHandler}{@Message} {
*    <b>private boolean loggedIn;</b>
*
*    { @code @Override }
*    public void channelRead0({@link ChannelHandlerContext} ctx, Message message) {
*        if (message instanceof LoginMessage) {
*            authenticate((LoginMessage) message);
*            <b>loggedIn = true;</b>
*        } else (message instanceof GetDataMessage) {
*            if (<b>loggedIn</b>) {
*                ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
*            } else {
*                fail();
*            }
*        }
*    }
*    ...
* }
* </pre>
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where an unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See { @link ChannelInitializer#initChannel( Channel) }.
* public class DataServerInitializer extends @link ChannelInitializer}{@Channel} {
*    { @code @Override }
*    public void initChannel({@link Channel} channel) {
*        channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
*    }
* }
* </pre>
* <h4>Using { @link AttributeKey }s</h4>
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use { @link AttributeKey }s which is provided by
* { @link ChannelHandlerContext }:
* <pre>
* public interface Message {

* // your methods here
* }
*
* {@code @Sharable}
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}{@Message}{
* private final {@link AttributeKey}{@link Boolean}{ auth =
*{@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
* { @code @Override}
* public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
*    {@link Attribute}{@link Boolean}{ attr = ctx.attr(auth);
*    if (message instanceof LoginMessage) {
*        authenticate((LoginMessage) o);
*        <b>attr.set(true)</b>;
*    } else (message instanceof GetDataMessage) {
*        if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*            ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*        } else {
*            fail();
*        }
*    }
*    ...}
* }
* </pre>
* Now that the state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}{@Channel}{
*    private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
*
*    { @code @Override}
*    public void initChannel({@link Channel} channel) {
*        channel.pipeline().addLast("handler", <b>SHARED</b>);
*    }
* }
* </pre>
* <h4>The {@code @Sharable} annotation</h4>
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* This annotation is provided for documentation purpose, just like

* Additional resources worth reading

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

*/

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Found in path(s):
*/opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-
jar/io/netty/channel/AbstractCoalescingBufferQueue.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/nio/NioEventLoopGroup.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/nio/NioEventLoopFutureListener.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/nio/NioEventLoop.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/CombinedIterator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/DatagramChannel.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultEventLoopGroup.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-
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jar/io/netty/channel/ChannelInboundHandlerAdapter.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/local/LocalAddress.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/package-info.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultChannelPromise.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/DefaultServerSocketChannelConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/oio/AbstractOioChannel.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/local/LocalChannelRegistry.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannel.java

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/MaxMessagesRecvByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/ChannelPool.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/package-info.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/ChannelGroup.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelId.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
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jar/io/netty/channel/ExtendedClosedChannelException.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelHandlerMask.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultChannelHandlerContext.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/nio/NioChannelOption.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java
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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/group/VoidChannelGroupFuture.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SelectStrategyFactory.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/ChannelOutboundInvoker.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/DuplexChannel.java

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* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/bootstrap/FailedChannel.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/cola/permits/1258272150_1643050038.76/0/netty-transport-4-1-42-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
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function (Kotlin) {

    var _ = Kotlin;

    insertContent();
}));

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

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

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

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

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

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

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

Kotlin.isLongArray = function (a) {
    return Array.isArray(a) && a.$type$ === "LongArray"
};

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

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

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

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

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (a === null || b === null || !Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }

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

Kotlin.arrayDeepEquals = function (a, b) {
    return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);
};

Kotlin.arrayHashCode = function (arr) {
    if (arr === null) return 0
    var result = 1;
    for (var i = 0, n = arr.length; i < n; i++) {
        result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;
    }
    return result;
};

Kotlin.arrayDeepHashCode = function (arr) {
    return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);
};

Kotlin.primitiveArraySort = function (array) {
    array.sort(Kotlin.doubleCompareTo)
};

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Kotlin.toShort = function (a) {
    return (a & 0xFFFF) << 16 >>
};

Kotlin.toByte = function (a) {
    return (a & 0xFF) << 24 >> 24;
};

Kotlin.toChar = function (a) {
    return a & 0xFFFF;
};

Kotlin.numberToLong = function (a) {
    return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);
};

Kotlin.numberToInt = function (a) {
    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);
};

Kotlin.numberToShort = function (a) {
    return Kotlin.toShort(Kotlin.numberToInt(a));
};

Kotlin.numberToByte = function (a) {
    return Kotlin.toByte(Kotlin.numberToShort(a));
};

Kotlin.classList = function (a) {
    return a instanceof Kotlin.Class
};

Kotlin.enumValues = function (a) {
    return a instanceof Kotlin.Enum ? a.values() : null;
};

Kotlin.numberToDouble = function (a) {
    return 
};
Kotlin.numberToChar = function (a) {
  return Kotlin.toChar(Kotlin.numberToChar(a));
};

Kotlin.doubleToInt = function (a) {
  if (a > 2147483647) return 2147483647;
  if (a < -2147483648) return -2147483648;
  return a | 0;
};

Kotlin.toBoxedChar = function (a) {
  return Kotlin.BoxedChar(a);
};

Kotlin.unboxChar = function (a) {
  if (a == null) return a;
  return Kotlin.BoxedChar(a);
};

Kotlin.equals = function (obj1, obj2) {
  if (obj1 == null) {
    return obj2 == null;
  }
  if (obj2 == null) {
    return false;
  }
  if (obj1 !== obj1) {
    return obj2 !== obj2;
  }
  if (typeof obj1 === "object" && obj1.equals) {
    return obj1.equals(obj2);
  }
  if (typeof obj1 === "number" && typeof obj2 === "number") {
    return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
  }
  return obj1 === obj2;
};

Kotlin.toString = function (o) {
  if (o == null) {
    return "null";
  } else if (Kotlin.isArrayish(o)) {
    return "[...]";
  } else {
    return o.toString();
  }
};

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

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

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 * See the from* functions below for more convenient ways of constructing Longs.
 * The internal representation of a long is the two given signed, 32-bit values.
 * We use 32-bit pieces because these are the size of integers on which Javascript performs bit-
 * operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can
 * easily be * multiplied within Javascript's floating-point representation without overflow or change in sign.
 * In the algorithms below, we frequently reduce the negative case to the positive case by negating the
 * input(s) and then post-processing the result.
 * Note that we must ALWAYS check specially whether those values are MIN_VALUE_x * (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative).
 * Not handling this case would often result in infinite
 * recursion.
 * *
 * * In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.
 * Note that we must ALWAYS check specially whether those values are MIN_VALUE = (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative).
 * Not handling this case would often result in infinite
 * recursion.
ZERO, ONE, NEG_ONE, etc. are defined below the `from*` methods on which they depend.

```javascript
/**
 * A cache of the Long representations of small integer values.
 * @type {!Object}
 * @private
 */
Kotlin.Long.IntCache_ = {};

/**
 * Returns a Long representing the given (32-bit) integer value.
 * @param {number} value The 32-bit integer in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};

/**
 * Returns a Long representing the 64-bit integer that comes by concatenating
 * the given high and low bits.  Each is assumed to use 32 bits.
 * @param {number} lowBits The low 32-bits.
 * @param {number} highBits The high 32-bits.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};

/**
 * Returns a Long representation of the given string, written using the given
 * radix.  The fractional part, if any, is rounded down towards zero.
 * Converts this 'Double' value to 'NaN', 'Long.MIN_VALUE' if it's less than 'Long.MIN_VALUE', *
 * 'Long.MAX_VALUE' if it's bigger than 'Long.MAX_VALUE'.
 * @param {string} str The textual representation of the Long.
 * @param {number=} opt_radix The radix in which the text is written.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

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

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

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

// NOTE: the compiler should inline these constant values below and then remove/throw
// these variables, so there should be no runtime penalty for these.

```javascript
/**
 * Number used repeated below in calculations.
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

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

/**
 * @type {number}
 * @private
 */

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

/**
 * @type {number}
 * @private
 */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

/**
 * @type {number}
 */
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);
```
Kotlin.Long.fromInt(-1);\n
/** @type {!Kotlin.Long} */
Kotlin.Long.MAX_VALUE =
Kotlin.Long.fromBits(0, 0xFFFFFFFF | 0);\n
/** @type {!Kotlin.Long} */
Kotlin.Long.MIN_VALUE =
Kotlin.Long.fromBits(0, 0x80000000 | 0);\n
/**
 * @type {!Kotlin.Long}
 * @private
 */
Kotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);\n
/** @type {!Kotlin.Long} */
Kotlin.Long.prototype.toInt = function() {
  return this.high_\n
/** @return {number} The value, assuming it is a 32-bit integer. */
Kotlin.Long.prototype.toNumber = function() {
  return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +
  this.getLowBitsUnsigned()\n
/** @return {number} The closest floating-point representation to this value. */
Kotlin.Long.prototype.toString = function() {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (this.isZero()) {
    return '0';
  }

  if (this.isNegative()) {
    return '-' + this.negate().toString(radix);\n  }

  // Do several (6) digits each time through the loop,
  // so as to minimize the calls to the very expensive emulated div\n
  var rem = div.multiply(radixLong).subtract(this);\n  var remDiv = rem.div(radixToPower);\n  var intval = rem.subtract(remDiv.multiply(radixToPower));\n
  var digits = intval.toString(radix);\n
  rem = remDiv;\n  if (rem.isZero()) {
    return digits + result;
  } else {
    digits = '0' + digits;\n    result = result + digits;
  }
}

/** @return {number} The high 32-bits as a signed value. */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;\n
/** @return {number} The low 32-bits as an unsigned value. */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;\n
/** @return {number} The low 32-bits as a signed value. */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;\n
/** @return {number} The number of bits needed to represent the absolute value of this Long. */
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;\n    } else {
      return this.negate().getNumBitsAbs();\n    }
  } else {
    var val = this.high_;\n
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;\n      }
    }

    return this.high_ == 0 ? bit + 33 : bit + 1;\n
    return this.high_ == 0 \n
/** @return {number} Whether this value is zero. */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;\n
/** @return {number} Whether this value is negative. */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;\n
/** @return {number} Whether this value is odd. */
Kotlin.Long.prototype.isOdd = function() {
  return this.low_ & 1 == 1;\n
/** @return {number} Whether this Long equals the other. */
Kotlin.Long.prototype.equalsLong = function(other) {
  return (this.low_ == other.high_) \&\& (this.low_ == other.low_);\n
/** @return {number} Whether this Long is less than the other. */
Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) < 0;\n
/** @return {number} Whether this Long is greater than the other. */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;\n
*/
@param {Kotlin.Long} other Long to compare against.

@return {boolean} Whether this Long is greater than or equal to the other.

**Kotlin.Long.prototype.greaterThanOrEqual = function(other) {**

return this.compare(other) >= 0;}

**var thisNeg = this.isNegative();**

**var otherNeg = other.isNegative();**

if (thisNeg &

& !otherNeg) {

**return -1;**

} else if (thisNeg && !otherNeg) {

**return 1;**

} else if (this.equals(other)) {

**return 0;**

} else if (thisNeg) {

**return 1;**

} else if (otherNeg) {

**return -1;**

}

/**
 * Compares this Long with the given one.

@return {number} 0 if they are the same, 1 if the this is greater, and -1 if the
given one is greater.

**Kotlin.Long.prototype.compare = function(other) {**

if (this.equalsLong(other)) {

**return 0;**

}

var thisNeg = this.isNegative();

**var otherNeg = other.isNegative();**

if (thisNeg && !otherNeg) {

**return 1;**

} else if (thisNeg) {

**return 1;**

} else if (otherNeg) {

**return -1;**

}

var a48 = this.high_ >>> 16;

var a32 = this.high_ & 0xFFFF;

var a16 = this.low_ >>> 16;

var a00 = this.low_ & 0xFFFF;

var b48 = other.high_ >>> 16;

var b32 = other.high_ & 0xFFFF;

var b16 = other.low_ >>> 16;

var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

var c00 += a00 * b00;

var c16 += a16 * b00;

var c32 += a32 * b00;

var c48 += a48 * b00;

var c48 &= 0xFFFF;

var return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);

**var thisNeg = this.isNegative();**

**var otherNeg = other.isNegative();**

if (thisNeg && !otherNeg) {

**return true;**

}

if (thisNeg) {

**return this.not().add(Kotlin.Long.ONE);**

}

var a48 = this.high_ >>> 16;

var a32 = this.high_ & 0xFFFF;

var a16 = this.low_ >>> 16;

var a00 = this.low_ & 0xFFFF;

var b48 = other.high_ >>> 16;

var b32 = other.high_ & 0xFFFF;

var b16 = other.low_ >>> 16;

var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

var c00 += a00 * b00;

var c16 += a16 * b00;

var c32 += a32 * b00;

var c48 += a48 * b00;

var c48 &= 0xFFFF;

var return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);

var thisNeg = this.isNegative();

**var otherNeg = other.isNegative();**

if (thisNeg && !otherNeg) {

**return true;**

}

if (thisNeg) {

**return this.not().add(Kotlin.Long.ONE);**

}

var a48 = this.high_ >>> 16;

var a32 = this.high_ & 0xFFFF;

var a16 = this.low_ >>> 16;

var a00 = this.low_ & 0xFFFF;

var b48 = other.high_ >>> 16;

var b32 = other.high_ & 0xFFFF;

var b16 = other.low_ >>> 16;

var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

var c00 += a00 * b00;

var c16 += a16 * b00;

var c32 += a32 * b00;

var c48 += a48 * b00;

var c48 &= 0xFFFF;

var return Kotlin.Long.fromBits(c16 << 16) | c00, (c48 << 16) | c32);

var thisNeg = this.isNegative();

**var otherNeg = other.isNegative();**

if (thisNeg && !otherNeg) {

**return true;**

}

if (thisNeg) {

**return this.not().add(Kotlin.Long.ONE);**

}
this.shiftRight(1);
  var approx = halfThis.div(other).shiftLeft(1);
  if (approx.equalsLong(Kotlin.Long.ZERO)) {
    return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;
  } else {
    var rem = this.subtract(other.multiply(approx));
    var result = approx.add(rem.div(other));
    return result;
  }
}

if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
}

if (this.isNegative()) {
  if (other.isNegative()) {
    return this.negate().div(other.negate());
  } else {
    return this.negate().div(other).negate();
  }
} else if (other.isNegative()) {
  return this.div(other.negate()).negate();
}

// Repeat the following until the remainder is less than other:
// find an // floating-point that approximates remainder / other *from below*, add this\n // into the result, and subtract it from
// the remainder. It is critical that\n
// the approximate value is less than or equal to the real value so that the\n// remainder never becomes negative.

var res = Kotlin.Long.ZERO;
while (rem.greaterThanOrEqual(other)) {
  // Approximate the result of division. This may be a little greater or\n // smaller than the actual value.
  var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
  // We will tweak the approximate result by changing it in the 48-th digit or\n  // the smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);
  // Decrease the approximation until it is smaller than the remainder.
  var approxRem = approxRem.multiply(other);
  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
    approx -= delta;
    approxRem = approxRem.multiply(other);
  }
  // We know the answer can't be zero... and actually, zero would cause\n // infinite recursion since we would make no progress.
  if (approxRem.isZero()) {
    approxRem = Kotlin.Long.ONE;
  }
  res = res.add(approxRem);
  rem = rem.subtract(approxRem);
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

/**
 * The bitwise-NOT of this value.
 * @return {!Kotlin.Long} The
 */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                                 ~this.high_);
};

/**
 * The bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                                 this.high_ & other.high_);
};

/**
 * The bitwise-XOR of this Long
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} number numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  var low = this.low_;
  var high = this.high_;
  var numBits = numBits & 63;
  if (numBits == 0) {
    return this;
  } else {
    return Kotlin.Long.fromBits(low << numBits, high << numBits);
  }
}

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} number numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  var low = this.low_;
  var high = this.high_;
  var numBits = numBits & 63;
  if (numBits == 0) {
    return this;
  } else {
    return Kotlin.Long.fromBits(low >> numBits, high >> numBits);
  }
}
by the given amount, with * zeros placed into the new leading bits.

```javascript
@signature Number.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) { return this; }
  else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(numBits) (high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
};

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
  return other instanceof Kotlin.Long;

  Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;

  Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
  }

  Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
  }

  Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
  }

  Kotlin.Long.prototype.unaryPlus = function() {
    return this;
  }

  Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
  Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

  Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
  }

  /*
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   * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
   */

  Kotlin.compareTo = function (a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
      if (typeof b === "number") {
        return Kotlin.doubleCompareTo(a, b);
      }
      return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
      return Kotlin.primitiveCompareTo(a, b);
    }
    return a.compareTo_11rb$(b);
  }

  Kotlin.primitiveCompareTo = function (a, b) {
    return a < b ? -1 : a > b ? 1 :
  
  
  return a !== a ? (b !== b ? 0 : 1) : -1;
};
```

---

Open Source Used In DNAC Platform Guardian 5533
Int32Array(buf);\n  var lowIndex = 0;\n  var highIndex = 1;\n  bufFloat64[0] = -1; // bff00000_00000000\n  if (bufInt32[lowIndex] !== 0) {\n    lowIndex = 1;\n    highIndex = 0;\n  }\n  Kotlin.doubleToRawBits = function(value) {\n    return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n  }\n  Kotlin.doubleToRawBits = function(value) {\n    return bufFloat64[0] == value;\n  }\n  Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex])};\n  Kotlin.doubleFromBits = function(value) {\n    return bufInt32[lowIndex] = value.low_;\n    return bufInt32[highIndex] = value.high_;\n  }\n  Kotlin.floatToBits = function(value) {\n    return Kotlin.floatToBits(isNaN(value) ? NaN : value);\n  }\n  Kotlin.floatToBits = function(value) {\n    return bufFloat32[0] == value;\n  }\n  Kotlin.floatToBits = function(value) {\n    return bufInt32[0] == value;\n  }\n  Kotlin.floatToBits = function(value) {\n    return bufFloat32[0] == value;\n  }\n  // returns zero value for number with positive sign bit and non-zero value for number
  // with negative sign bit.\n  Kotlin.doubleSignBit = function(value) {\n    return bufFloat64[0] == value;\n    return bufInt32[32 highIndex] & 0x80000000;\n  }\n  Kotlin.numberHashCode = function(obj) {\n    if (0 == obj) {\n      return obj;\n    }\n    return Kotlin.floatToBits(obj);\n  }\n  return bufInt32[highIndex];
```
Uint16Array, Int32Array, Float32Array, Float64Array];
for (var i = 0; i < arrays.length; ++i) {
    var TypedArray = arrays[i];
    if (typeof TypedArray.prototype.fill === "undefined" ||
        typeof TypedArray.prototype.slice === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'fill', {
            value: Array.prototype.fill
        });
    }
    // Patch apply to work with TypedArrays
    if (typeof TypedArray.prototype.apply === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'apply', {
            value: Function.prototype.apply
        });
    }
    // Patch map to work with TypedArrays
    if (typeof TypedArray.prototype.map === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'map', {
            value: function(array, callback) {
                return [].slice.call(this).map(callback, self);
            }
        });
    }
    // Patch sort to work with TypedArrays
    if (typeof TypedArray.prototype.sort === "undefined") {
        Object.defineProperty(TypedArray.prototype, 'sort', {
            value: function(compareFunction) {
                return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);
            }
        });
    }
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "interface",
    OBJECT: "object"
};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }
    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }
    Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
};

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.set != null) {
        propertyDescriptor.set.call(thisObject, value);
        return;
    }
    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        thisObject[propertyName] = value;
        return;
    }
    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName);
};

isInheritanceFromInterface = function (ctor, iface) {
    if (ctor === iface) return true;
    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; ++i) {
            if (isInheritanceFromInterface(interfaces[i], iface)) {
                return true;
            }
        }
    }
    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;
    return superConstructor !== null &&
        isInheritanceFromInterface(superConstructor, iface);
};
var klassMetadata = klass.$metadata$;

if (klassMetadata == null) {
    return object instanceof klass;
} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &
    object.constructor != null) {
    return isInheritanceFromInterface(object.constructor, klass);
} else return false;

Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
}

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
}

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
}

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" ||
           Kotlin.isType(value, Kotlin.kotlin.CharSequence);
}

package kotlin

public class Enum<T : Enum<T>> extends Comparable<Enum<T>> {
    @JsName("name$") private var _name: String = ""

    @JsName("ordinal$") private var _ordinal: Int = 0

    val name: String
        get() = _name

    val ordinal: Int
        get() = _ordinal

    override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

    override fun equals(other: Any?) = this === other

    override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)

    override fun toString() = name

    companion object
}

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.ranges.contains
import kotlin.ranges.reversed

import kotlin.random.

import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(): Byte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(): Short {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(): Int {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(): Long {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(): Float {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component3(): T {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component4(): T {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component4(): Byte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}
*\@kotlin.internal.InlineOnly\n@public inline operator fun DoubleArray.component2(): Double {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun BooleanArray.component2(): Boolean {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun CharArray.component2(): Char {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun ShortArray.component2(): Short {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun IntArray.component2(): Int {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun LongArray.component2(): Long {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun FloatArray.component2(): Float {\n    return get(1)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun DoubleArray.component3(): Double {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun BooleanArray.component3(): Boolean {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun CharArray.component3(): Char {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun ShortArray.component3(): Short {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun IntArray.component3(): Int {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun LongArray.component3(): Long {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun FloatArray.component3(): Float {\n    return get(2)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun DoubleArray.component4(): Double {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun BooleanArray.component4(): Boolean {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun CharArray.component4(): Char {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun ShortArray.component4(): Short {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun IntArray.component4(): Int {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun LongArray.component4(): Long {\n    return get(3)\n}\n
*\@kotlin.internal.InlineOnly\n@public inline operator fun FloatArray.component4(): Float {\n    return get(3)\n}\n
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@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}
indexOf(element) >= 0 \n\n* Returns `true` if [element] is found in the array.\n* */\ndef.Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use `any { it == element }` instead to continue using this behavior, or `.asList().contains(element: T)` to get the same search behavior as in a list.", ReplaceWith("any { it == element }"));\n
/**\n * Returns `true` if [element] is found in the array.\n */\n@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use `any { it == element }` instead to continue using this behavior, or `.asList().contains(element: T)` to get the same search behavior as in a list.", ReplaceWith("any { it == element }"));
lastIndex) get(index) else defaultValue(index)/n
\n\n\n\n\n* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrElse*/n@kotlin.internal.InlineOnly\public inline fun
IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n* return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)/n\n\n\n\n\n* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrElse*/n@kotlin.internal.InlineOnly\public inline fun
LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n* return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)/n\n\n\n\n\n* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrElse*/n@kotlin.internal.InlineOnly\public inline fun
FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n* return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)/n\n\n\n\n\n* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrElse*/n@kotlin.internal.InlineOnly\public inline fun
DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n* return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)/n\n\n\n\n\n* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrElse*/n@kotlin.internal.InlineOnly\public inline fun
CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n* return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
ByteArray.elementAtOrNull(index: Int): Byte? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
ShortArray.elementAtOrNull(index: Int): Short? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
IntArray.elementAtOrNull(index: Int): Int? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
LongArray.elementAtOrNull(index: Int): Long? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
FloatArray.elementAtOrNull(index: Int): Float? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
DoubleArray.elementAtOrNull(index: Int): Double? {\n* return this.getOrNull(index)/n\n\n\n\n\n* Returns an element at the given [index] or `null` if the [index] is out of bounds of this array./n* `\n* @sample
samples.collections.Collections.Elements.elementAtOrNull*/n@kotlin.internal.InlineOnly\public inline fun
BooleanArray.elementAtOrNull(index: Int): Boolean? { return this.getOrNull(index) } * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array. *

CharArray.elementAtOrNull(index: Int): Char? { return this.getOrNull(index) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

ByteArray.find(predicate: (Byte) -> Boolean): Byte? { return firstOrNull(predicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

ShortArray.findElement(matchPredicate: (Short) -> Boolean): Short? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

IntArray.findElement(matchPredicate: (Int) -> Boolean): Int? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

LongArray.findElement(matchPredicate: (Long) -> Boolean): Long? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

DoubleArray.findElement(matchPredicate: (Double) -> Boolean): Double? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

FloatArray.findElement(matchPredicate: (Float) -> Boolean): Float? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

CharArray.findElement(matchPredicate: (Char) -> Boolean): Char? { return firstOrNull(matchPredicate) } * Returns the first element matching the given [predicate], or 'null' if no such element was found. *

CharArray.findElementLast(matchPredicate: (Char) -> Boolean): Char? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *

ByteArray.findElementLast(matchPredicate: (Byte) -> Boolean): Byte? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *

ShortArray.findElementLast(matchPredicate: (Short) -> Boolean): Short? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *

IntArray.findElementLast(matchPredicate: (Int) -> Boolean): Int? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *

LongArray.findElementLast(matchPredicate: (Long) -> Boolean): Long? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *

CharArray.findElementLast(matchPredicate: (Char) -> Boolean): Char? { return lastOrNull(matchPredicate) } * Returns the last element matching the given [predicate], or 'null' if no such element was found. *
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns
 * the last element matching the given [predicate], or 'null' if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns
 * the last element matching the given [predicate], or 'null' if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

/**
 * Returns
 * the last element matching the given [predicate], or 'null' if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns
 * the first element matching
 * the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

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Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
samples.collections.Collections.Elements.getOrNull */@public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/@public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    }
}

*/@public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    }
}

*/@public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/@public fun <T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    }
}

*/@public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

*/@public fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

*/@public fun <T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            } else {
                return if (index >= 0 && index <= lastIndex) get(index) else null
            }
        }
        return -1
    }
}
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.lastIndexOf(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
public fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
empty.
 */

public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]}

public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")

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public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun ShortArray.lastOrNull(): Short? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
public fun ByteArray.lastOrNull(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last index of `[element]`, or -1 if the array does not contain element.
 */
public fun <T> Array<out T>.lastIndexOf(element: T): Int {
    return if (isEmpty()) -1 else -1
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last index of `[element]`, or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {
    if (element == null) {
        for (index in indices.reversed()) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices.reversed()) {
            if (element == this[index]) {
                return index
            }
        }
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
the last element matching the given [predicate], or 'null' if no such element was found.

```kotlin
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}
```

```kotlin
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
```
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun <T> Array<T>.random(random: Random): T {
    if (isEMPTY())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.randomOrNull(): T? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun ShortArray.randomOrNull(): Short? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random)
}
random element from this array, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random)
} * Returns a random element from this array, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
} * Returns a random element from this array, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
} * Returns a random element from this array, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random)
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> Array<out T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun ByteArray.randomOrNull(random: Random): Byte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun ShortArray.randomOrNull(random: Random): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun IntArray.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun LongArray.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
} * Returns the single element, or throws an exception if the array is empty or
has more than one element.*/
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}
element.
*/

public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun IntArray.singleOrNull(): Int? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun FloatArray.singleOrNull(): Float? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}
```kotlin
/**
 * Returns a list containing all elements except first 
 * \[n\] elements.
 * 
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count \([n]\) is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample
 */
public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a single element, or `null` if the array is empty or has more than one element.
 */
public fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
```

n).coerceAtLeast(0)/n)\n\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun ShortArray.drop(n: Int): List<Short> {\n\nreturn takeLast((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun IntArray.drop(n: Int): List<Int> {\n\nreturn takeLast((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun LongArray.drop(n: Int): List<Long> {\n\nreturn takeLast((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun FloatArray.drop(n: Int): List<Float> {\n\nreturn takeLast((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun DoubleArray.drop(n: Int): List<Double> {\n\nreturn takeLast((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun ByteArray.dropLast(n: Int): List<Byte> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun ShortArray.dropLast(n: Int): List<Short> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun IntArray.dropLast(n: Int): List<Int> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun LongArray.dropLast(n: Int): List<Long> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun FloatArray.dropLast(n: Int): List<Float> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun DoubleArray.dropLast(n: Int): List<Double> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except last [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun ByteArray.dropFirst(n: Int): List<Byte> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun ShortArray.dropFirst(n: Int): List<Short> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun IntArray.dropFirst(n: Int): List<Int> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun LongArray.dropFirst(n: Int): List<Long> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun FloatArray.dropFirst(n: Int): List<Float> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
collections.Collections.Transformations.drop\n*/@public fun DoubleArray.dropFirst(n: Int): List<Double> {\n\nreturn take((size - n).coerceAtLeast(0))/n)\n\n** Returns a list containing all elements except first [n] elements.\n\n\n** @throws IllegalArgumentException if [n] is negative.\n\n\n}@sample
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n).coerceAtLeast(0)}/n)/n\n/n/**\n/n * Returns a list containing all elements except last [n] elements./n * \n * @throws IllegalArgumentException if [n] is negative./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun FloatArray.dropLast(n: Int): List<Float> {
\n require(n >= 0) \{ \"Requested element count Sn is less than zero.\\" \} \n return take((size -
\n).coerceAtLeast(0))/n)/n/**\n/n * Returns a list containing all elements except last [n] elements./n * \n * @throws IllegalArgumentException if [n] is negative./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun DoubleArray.dropLast(n: Int): List<Double>
\n{\n \n require(n >= 0) \{ \"Requested element count Sn is less than zero.\\" \} \n return take((size -
\n).coerceAtLeast(0))/n)/n/**\n/n * Returns a list containing all elements except last [n] elements./n * \n * @throws IllegalArgumentException if [n] is negative./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun BooleanArray.dropLast(n: Int):
\nList<Boolean> {\n \n require(n >= 0) \{ \"Requested element count Sn is less than zero.\\" \} \n return take((size -
\n).coerceAtLeast(0))/n)/n/**\n/n * Returns a list containing all elements except last [n] elements./n * \n * @throws IllegalArgumentException if [n] is negative./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun CharArray.dropLast(n: Int): List<Character>
\n{\n \n require(n >= 0) \{ \"Requested element count Sn is less than zero.\\" \} \n return take((size -
\n).coerceAtLeast(0))/n)/n/**\n/n * Returns a list containing all elements except last [n] elements./n * \n * @throws IllegalArgumentException if [n] is negative./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun IntArray.dropLastWhile(predicate: (Int) ->
\nBoolean): List<Int> {
\n for (index in lastIndex downTo 0) {\n \n if (!predicate(this[\n \n])) {\n \n return take(index + 1)/n)/n \n \n return emptyList();}n/**\n/n * Returns a list containing all elements except last elements that satisfy the
given [predicate]./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun LongArray.dropLastWhile(predicate: (Long) ->
\nBoolean): List<Long> {
\n for (index in lastIndex downTo 0) {\n \n if (!predicate(this[\n \n])) {\n \n return take(index + 1)/n)/n \n \n return emptyList();}n/**\n/n * Returns a list containing all elements except last elements that satisfy the
given [predicate]./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun FloatArray.dropLastWhile(predicate:
\n(Float) -> Boolean): List<Float> {
\n for (index in lastIndex downTo 0) {\n \n if (!predicate(this[\n \n])) {\n \n return take(index + 1)/n)/n \n \n return emptyList();}n/**\n/n * Returns a list containing all elements except last elements that satisfy the
given [predicate]./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun DoubleArray.dropLastWhile(predicate:
\n(Double) -> Boolean): List<Double> {
\n for (index in lastIndex downTo 0) {\n \n if (!predicate(this[\n \n])) {\n \n return take(index + 1)/n)/n \n \n return emptyList();}n/**\n/n * Returns a list containing all elements except last elements that satisfy the
given [predicate]./n * \n * @sample samples.collections.Collections.Transformations.drop\n * */\npublic fun BooleanArray.dropLastWhile(predicate: (Boolean) ->
\nBoolean): List<Boolean> {\n \n for (index in lastIndex
downTo 0) {\n \n if (!predicate(this[\n \n])) {\n \n return take(index + 1)/n)/n \n \n return
samples.collections.Collections.Filtering.filter

*\n
@sample samples.collections.Collections.Filtering.filter

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@sample samples.collections.Collections.Filtering.filter
returns the result of predicate evaluation on the element.

@sample samples.collections.Collections.Filtering.filterIndexed

fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)
    return destination
} * Append all elements matching the given [predicate] to the given [destination].
* @param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.
* * * @sample samples.collections.Collections.Filtering.filterIndexedTo

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * * * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)
    return destination
} * Append all elements matching the given [predicate] to the given [destination].
* * * @sample samples.collections.Collections.Filtering.filterIndexedTo

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * * * @sample samples.collections.Collections.Filtering.filterIndexedTo
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element -> if (predicate(index, element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * * * @sample samples.collections.Collections.Filtering.filterIsInstance
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 * * * @sample samples.collections.Collections.Filtering.filterIsInstanceTo
 */
public inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * * * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 * * * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}
Appends all elements that are not `null` to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```

Appends all elements not matching the given [predicate] to the given [destination].

```kotlin
public fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
```
Boolean): C \n  for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Adds all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Adds all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Adds all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Adds all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Adds all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
return destination
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
\n/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
```kotlin
var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }

BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    val result = BooleanArray(indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
public fun Array<T>.sliceArray(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls(this, indices.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
```

This code snippet demonstrates how to slice an array in Kotlin, returning a new array containing elements at specified indices. The `sliceArray` method iterates over the specified indices, copying the elements from the original array into a new array, starting from the current `targetIndex`. This is a common pattern in programming for extracting parts of a collection, such as arrays or lists.
return result
*/

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun LongArray.take(n: Int): List<Long> {
    a list containing first \[n\] elements.
    if (++count == n)
        break
    }
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun IntArray.take(n: Int): List<Int> {
    a list containing first \[n\] elements.
    if (++count == n)
        break
    }
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun ShortArray.take(n: Int): List<Short> {
    a list containing first \[n\] elements.
    if (++count == n)
        break
    }
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun ByteArray.take(n: Int): List<Byte> {
    a list containing first \[n\] elements.
    if (++count == n)
        break
    }
    return list
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 */
public fun <T> Array<out T>.take(n: Int): List<T> {
    a list containing first \[n\] elements.
    if (++count == n)
        break
    }
    return list
}

/\public fun CharArray.sliceArray(indices: Collection<Int>): CharArray {
    if (indices.isEmpty()) return CharArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    if (indices.isEmpty()) return BooleanArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    if (indices.isEmpty()) return DoubleArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    if (indices.isEmpty()) return FloatArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun LongArray.sliceArray(indices: Collection<Int>): LongArray {
    if (indices.isEmpty()) return LongArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {
    if (indices.isEmpty()) return ShortArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun <T> Array<out T>.sliceArray(indices: Collection<Int>): Array<T> {
    if (indices.isEmpty()) return copyOfRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun IntRange.sliceArray(indices: Collection<Int>): IntRange {
    if (indices.isEmpty()) return IntRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}

/\public fun LongRange.sliceArray(indices: Collection<Int>): LongRange {
    if (indices.isEmpty()) return LongRange(0, 0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
require(n >= 0) { "Requested element count $n is less than zero." }
if (n == 0) return emptyList()
if (n > size) return toList()
if (n == 1) return listOff(this[0])
for (item in this)
    list.add(item)
if (++count == n)
    break
return list
*/
public fun FloatArray.take(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n > size) return toList()
    var count = 0
    val list = ArrayList<Float>(n)
    for (item in this)
        list.add(item)
    if (++count == n)
        break
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Array<out T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n > size) return toList()
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this)
        list.add(item)
    if (++count == n)
        break
    return list
}
for (index in size - n until size)
    list.add(this[index])
return list
}

/**
 * Returns a list containing last
 * elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collations.Transformations.take
 */
public fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last
 * elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun <T> ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last
 * elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collations.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return drop(index + 1)
        }
    }
    return toList() 
}

Returns a list containing last elements satisfying the given [predicate].

\* @sample samples.collections.Collections.Transformations.take

BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> { 
    for (index in lastIndex downTo 0) { 
        if (!predicate(this[index])) { 
            return drop(index + 1)
        }
    }
    return toList() 
}

Returns a list containing first elements satisfying the given [predicate].

\* @sample samples.collections.Collections.Transformations.take


0..midPoint) \{ 
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    reverseIndex--
\}

Array<T>.reverse(fromIndex: Int, toIndex: Int): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = fromIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = fromIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = fromIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

Object
tIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = fromIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = toIndex - 1
    for (index in toIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = toIndex - 1
    for (index in toIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in toIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--)\n |\n)/\n/*\n * Reverses elements of the array in the specified range in-place.|\n *\n * @param fromIndex the start of the range (inclusive) to reverse.|\n *\n * @param toIndex the end of the range (exclusive) to reverse.|\n *\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.|\n *\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].|\n */\npublic fun
LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements of the array in the specified range in-place.|\n *\n * @param fromIndex the start of the range (inclusive) to reverse.|\n *\n * @param toIndex the end of the range (exclusive) to reverse.|\n *\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.|\n *\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].|\n */
public fun
FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements of the array in the specified range in-place.|\n *\n * @param fromIndex the start of the range (inclusive) to reverse.|\n *\n * @param toIndex the end of the range (exclusive) to reverse.|\n *\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.|\n *\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].|\n */
public fun
DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Reverses elements of the array in the specified range in-place.|\n *\n * @param fromIndex the start of the range (inclusive) to reverse.|\n *\n * @param toIndex the end of the range (exclusive) to reverse.|\n *\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.|\n *\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].|\n */
public fun
BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Returns a list with elements in reversed order.|\n */
public fun
CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Returns a list with elements in reversed order.|\n */
public fun
IntArray.reverse(): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Returns a list with elements in reversed order.|\n */
public fun
ByteArray.reverse(): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Returns a list with elements in reversed order.|\n */
public fun
CharArray.reverse(): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}

/**
 * Returns a list with elements in reversed order.|\n */
public fun
IntArray.reverse(): Unit {\n    val midPoint = (fromIndex + toIndex) / 2\n    if (fromIndex == midPoint) return\n    var reverseIndex = toIndex - 1\n    for (index in fromIndex until midPoint) {\n        val tmp = this[index]\n        this[index] = this[reverseIndex]\n        this[reverseIndex] = tmp\n        reverseIndex--\n    }
}
list.reverse(): Returns a list with elements in reversed order.
LongArray.reverse(): Returns a list with elements in reversed order.
FloatArray.reverse(): Returns a list with elements in reversed order.
DoubleArray.reverse(): Returns a list with elements in reversed order.
BooleanArray.reverse(): Returns a list with elements in reversed order.
CharArray.reverse(): Returns a list with elements in reversed order.
ByteArray.reverse(): Returns a list with elements in reversed order.
ShortArray.reverse(): Returns a list with elements in reversed order.
IntArray.reverse(): Returns a list with elements in reversed order.
LongArray.reverse(): Returns a list with elements in reversed order.
FloatArray.reverse(): Returns a list with elements in reversed order.
DoubleArray.reverse(): Returns a list with elements in reversed order.
BooleanArray.reverse(): Returns a list with elements in reversed order.
CharArray.reverse(): Returns a list with elements in reversed order.
ByteArray.reverse(): Returns a list with elements in reversed order.
ShortArray.reverse(): Returns a list with elements in reversed order.
IntArray.reverse(): Returns a list with elements in reversed order.
LongArray.reverse(): Returns a list with elements in reversed order.
FloatArray.reverse(): Returns a list with elements in reversed order.
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BooleanArray.reverse(): Returns a list with elements in reversed order.
CharArray.reverse(): Returns a list with elements in reversed order.
ByteArray.reverse(): Returns a list with elements in reversed order.
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IntArray.reverse(): Returns a list with elements in reversed order.
LongArray.reverse(): Returns a list with elements in reversed order.
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BooleanArray.reverse(): Returns a list with elements in reversed order.
CharArray.reverse(): Returns a list with elements in reversed order.
ByteArray.reverse(): Returns a list with elements in reversed order.
ShortArray.reverse(): Returns a list with elements in reversed order.
IntArray.reverse(): Returns a list with elements in reversed order.
LongArray.reverse(): Returns a list with elements in reversed order.
FloatArray.reverse(): Returns a list with elements in reversed order.
shuffle(Random): Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.

Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.

Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.

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Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.

Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {
    if (size > 1) sortWith(compareBy(descendingOrder()))
    reverse()
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun FloatArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun LongArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun IntArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ShortArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ByteArray.sortDescending(): Unit {
    if (size > 1) sortWith(reverseOrder())
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1) sortWith(compareBy(selector))
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun Array<out T>.sortWith(compareBy(selector: (T) -> Int)): Unit {
    if (size > 1) sortWith(compareBy(selector))
}
this array sorted according to their natural sort order.
*/
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun <T : Comparable<T>>
    Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to the specified 
* comparator. 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <T, R : Comparable<R>>
    Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns an array with all elements of this array sorted descending according to the specified 
* comparator. 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <R : Comparable<R>>
    ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns an array with all elements of this array sorted descending according to the specified 
* comparator. 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <R : Comparable<R>>
    ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns an array with all elements of this array sorted descending according to the specified 
* comparator. 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <R : Comparable<R>>
    IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns an array with all elements of this array sorted descending according to the specified 
* comparator. 
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample samples.collections.Collections.Sorting.sortedBy
 */
public inline fun <R : Comparable<R>>
    LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}
sortedWith(compareBy(selector))
Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

```kotlin
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * @sample
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * @sample
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * @sample
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * @sample
 */
public inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 * @sample
 */
public inline fun <R : Comparable<R>>
Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
Array<out T>.sortedDescending():
List<T> {
    return sortedWith(reverseOrder())
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @sample
 */
public fun <T, R : Comparable<T>>
Array<out T>.sortedDescending():
List<T> {
    return sortedWith(reverseOrder())
}
```
according to their natural sort order.

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sortedDescending(): List<Byte> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedDescending(): List<Short> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedDescending(): List<Int> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sortedDescending(): List<Long> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun FloatArray.sortedDescending(): List<Float> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sortedDescending(): List<Double> {
    return copyOf().apply { sort() }.reversed().toTypedArray().toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.toList()
}
```

```kotlin
/**
 * Returns true if the two specified arrays are deeply equal to one another, i.e. contain the same number of the same elements in the same order.
 */
public fun <T, U> equals(a: Array<T>, b: Array<U>): Boolean {
    if (a.size != b.size) return false
    for (i in a.indices) {
        if (a[i] != b[i]) return false
    }
    return true
}
```
equal to `0.0`. \n *\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean\n**\n* Returns `true` if the two specified arrays are *deeply* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n*\n* The specified arrays are also considered deeply equal if both are `null`.\n*\n* If two corresponding elements are nested arrays, they are also compared deeply.\n* If any of arrays contains itself on any nesting level the behavior is undefined.\n*\n* Nested arrays are treated as lists too.\n*\n* If any of arrays contains itself on any nesting level that reference\n* is rendered as `\"...\"` to prevent recursion.\n*\n* @sample \n\n\n`samples.collections.Arrays.ContentOperations.contentDeepToString`\n
```kotlin
@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepHashCode(): Int
```

```kotlin
@SinceKotlin("1.4")
public expect fun <T> Array<out T>?.contentDeepHashCode(): Int
```

```kotlin
/**
 * Returns a string representation of the contents of this array as if it is a \n *[List]*.\n *\n* Nested arrays are treated as lists too.\n*\n* If any of arrays contains itself on any nesting level that reference\n* is rendered as `\"...\"` to prevent recursion.\n*\n* @sample \n\n\n`samples.collections.Arrays.ContentOperations.contentDeepToString`\n
```kotlin
@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepToString(): String

```kotlin
@SinceKotlin("1.4")
public expect fun <T> Array<out T>?.contentDeepToString(): String
```
*@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")* @SinceKotlin("1.1") *@DeprecatedSinceKotlin(hideSince = "1.4")* public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.1") *@DeprecatedSinceKotlin(hideSince = "1.4")* public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.1") *@DeprecatedSinceKotlin(hideSince = "1.4")* public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.1") *@DeprecatedSinceKotlin(hideSince = "1.4")* public expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.1") *@DeprecatedSinceKotlin(hideSince = "1.4")* public expect infix fun CharArray.contentEquals(other: CharArray): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun <T> Array<out T>? .contentEquals(other: Array<out T> ?): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun LongArray?.contentEquals(other: LongArray?): Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another,* i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the [equals][Any.equals] function.* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.*

* @SinceKotlin("1.4")* public expect infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean
Boolean\n\n**\n\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* \n\n@SinceKotlin("1.4")\npublic expect infix fun DoubleArray?.contentEquals(\n    other: \n    DoubleArray?): Boolean\n\n**\n\n* Returns `true` if the two specified arrays are *structurally* equal to one another,\n* i.e. contain the same number of the same elements in the same order.\n* \n\n* The elements are compared for equality with the [equals][Any.equals] function.\n* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n* \n\n@SinceKotlin("1.4")\npublic expect infix fun BooleanArray?.contentEquals(\n    other: \n    BooleanArray?): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n * \n * @SinceKotlin("1.4")
 * @public expect infix fun CharArray?.contentEquals(\n *     other: \n *     CharArray?): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun <T> Array\n\n\nArray<T>.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun ByteArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun ShortArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun IntArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun LongArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun FloatArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun DoubleArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun BooleanArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect fun CharArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is \[List\].\n * \n * @SinceKotlin("1.4")
 * @public expect func <T> Array\n\n\nArray<T>.contentHashCode(): Int
FloatArray?.contentHashCode(): Int

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is
 * [List].
 */
@SinceKotlin("1.4")
public expect fun DoubleArray?.contentHashCode(): Int

```
**destination range.**

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
*public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
*public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
*public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
*public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
out of the [destination] array indices range.

*\@SinceKotlin("1.3.0") public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @param destination the array to return.

* \@Expect

* CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):

* Copies this array or its subrange into the [destination] array and returns that array.

* It’s allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @param destination the array to return.

* \@Expect

* CharArray.copyOf():

* Returns new array which is a copy of the original array.

* \@Sample

* samples.collections.Arrays.CopyOfOperations.copyOf

* ByteArray.copyOf():

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* @param newSize the size of the original array.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [newSize] is less than the size of the original array, the extra elements in the copy array are filled with zero values.

* \@Expect

* ByteArray.copyOf(newSize: Int):

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [newSize] is less than the size of the original array, the extra elements in the copy array are filled with zero values.

* \@Expect

* ByteArray.copyOf(newSize: Int):
original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* The copy is either truncated or padded at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

* The copy is either truncated or padded at the end with null values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

public val <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

public val ByteArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val ShortArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val IntArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val LongArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ByteArray.plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun ShortArray.plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun IntArray.plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun LongArray.plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun FloatArray.plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
public expect operator fun CharArray.plus(element: Char): CharArray

/**
 * Returns an array containing all elements of the original array and then the given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [elements] collection.
 */
public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray


ShortArray.plus(elements: Collection<Short>): ShortArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

IntArray.plus(elements: Collection<Int>): IntArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

LongArray.plus(elements: Collection<Long>): LongArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

FloatArray.plus(elements: Collection<Float>): FloatArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

DoubleArray.plus(elements: Collection<Double>): DoubleArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

CharArray.plus(elements: Collection<Char>): CharArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>

* Returns an array containing all elements of the original array and then all elements of the given [elements] array.

ByteArray.plus(elements: ByteArray): ByteArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] array.

ShortArray.plus(elements: Collection<Short>): ShortArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

IntArray.plus(elements: Collection<Int>): IntArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

LongArray.plus(elements: Collection<Long>): LongArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

FloatArray.plus(elements: Collection<Float>): FloatArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

DoubleArray.plus(elements: Collection<Double>): DoubleArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

CharArray.plus(elements: Collection<Char>): CharArray

* Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.plusElement(element: T): Array<T>

* Sorts the array in-place.

@sample samples.collections.Arrays.Sorting.sortArray

public expect fun IntArray.sort(): Unit

public expect fun LongArray.sort(): Unit

public expect fun ByteArray.sort(): Unit

public expect fun ShortArray.sort(): Unit

public expect fun DoubleArray.sort(): Unit

public expect fun FloatArray.sort(): Unit

public expect fun CharArray.sort(): Unit

public expect fun <T : Comparable> Array<T>.sort(): Unit

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. @param fromIndex the start of the range (inclusive) to sort, 0 by default. @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun \n
DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n* \n* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n* \n* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n* \n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n* @sample

samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable.\n@SinceKotlin("1.4")\npublic expect fun
this array.

   */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sortWith(reverseOrder(), fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * @param expect fun <T> Array<out T>.sortWith(comparator: Comparator<T>): Unit
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun expect fun <T> Array<out T>.sortWith(comparator: Comparator<T>): Unit

//
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```java
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
```

```java
fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit
```
ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing key-value pairs provided by [transform] function

* applied to elements of the given array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * If any of two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
} Returns a [Map] containing the elements from the given array indexed by the key

* returned from [keySelector] function applied to each element. * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives 

ARRAY<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {  
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity),
    keySelector)
} Returns a [Map] containing the elements from the given array indexed by the key

* returned from [keySelector] function applied to each element. * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * The returned map preserves the entry iteration order of the original array. * The returned map preserves the entry iteration order of the original array. 

* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
order of the original array.

```kotlin
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
    * The returned map preserves the entry iteration order of the original array.

    @sample

    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

    BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity),
    keySelector) \n    \n    \n    * Returns a [Map] containing the elements from the given array indexed by the key
    * returned from [keySelector] function applied to each element.
    * If any two elements would have the same key
```
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */@public inline fun <K>
CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Char>(capacity),
keySelector)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by
[keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */@public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}
and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 *Populates and returns the [destination] mutable map with key-value pairs,\n *where key is provided by the [keySelector] function applied to each element of the given array\n *and value is the element itself.\n *@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByToWithValueTransform(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByToWithValueTransform(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <T, K, V, M :MutableMap<in K, in V>> Array<out T>.associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByToWithValueTransform(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByToWithValueTransform(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <T, K, V, M :MutableMap<in K, in V>> Array<out T>.associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByToWithValueTransform(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByToWithValueTransform(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates
 and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector]
 * function and
 * and value is provided by the [valueTransform] function applied to each
 * element of the given array.
 * If any two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates
 and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each
 * element of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
public inline fun <T, R>samples.collections.Arrays.associateWith(array: Array<T>, valueSelector: (T) -> R): Map<T, R> { /* implementation */ }
fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
    val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
    val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
    val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
    val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V> DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
    val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {
    val result = LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element.
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 * @sample samples.collections.Transformations.associateWith
 */
CharArray.associateWith(valueSelector: (Char) -> V): Map<Character, V> {
    val result = LinkedHashMap<Character, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value.
 * @sample samples.collections.Transformations.associateWithTo
 */
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value.
 * @sample samples.collections.Transformations.associateWithTo
 */
ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value.
 * @sample samples.collections.Transformations.associateWithTo
 */
IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value.
 * @sample samples.collections.Transformations.associateWithTo
 */
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

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@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample
 * samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample
 * samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array.
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 * @sample
 * samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Long>>
LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return
toCollection(HashSet<Byte>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))\n* Returns a new [HashSet] of all elements.

*public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n* Returns a [HashSet] containing all elements.

*public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()\n    }\n}

*public fun ByteArray.toMutableList(): MutableList<Byte> {
    val list = ArrayList<Byte>(size)
    for (item in this) list.add(item)
    return list
}

*public fun ShortArray.toMutableList(): MutableList<Short> {
    val list = ArrayList<Short>(size)
    for (item in this) list.add(item)
    return list
}

*public fun IntArray.toMutableList(): MutableList<Int> {
    val list = ArrayList<Int>(size)
    for (item in this) list.add(item)
    return list
}

*public fun LongArray.toMutableList(): MutableList<Long> {
    val list = ArrayList<Long>(size)
    for (item in this) list.add(item)
    return list
}

*public fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this) list.add(item)
    return list
}

*public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this) list.add(item)
    return list
}

*public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this) list.add(item)
    return list
}

*public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size.coerceAtMost(128))
    for (item in this) list.add(item)
    return list
}
MutableList<Boolean> {
  val list = ArrayList<Boolean>(size)
  for (item in this) list.add(item)
  return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
  val list = ArrayList<Char>(size)
  for (item in this)
    list.add(item)
  return list
}

/**
 */
public fun ByteArray.toSet(): Set<Byte> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Byte>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun CharArray.toSet(): Set<Char> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128)))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun ShortArray.toSet(): Set<Short> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Short>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun IntArray.toSet(): Set<Int> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Int>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun LongArray.toSet(): Set<Long> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Long>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun FloatArray.toSet(): Set<Float> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Float>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Double>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
  return when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else ->
      toCollection(LinkedHashSet<Boolean>(mapCapacity(size))).toSet()
  }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
  val list = ArrayList<Char>(size)
  for (item in this)
    list.add(item)
  return list
}

/**
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
  val list = ArrayList<Char>(size)
  for (item in this)
    list.add(item)
  return list
}
list of all elements yielded from results of [transform] function being invoked on each element of original array.

FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> { return flatMapTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> { return flatMapIndexedTo(ArrayList<R>(), transform) } Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

*anka*
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R>

  var index = 0
  for (element in this) {
    val list = transform(index++, element)
    destination.addAll(list)
  }
  return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C

  var index = 0
  for (element in this) {
    val list = transform(index++, element)
    destination.addAll(list)
  }
  return destination
}
public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in its index in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
results of [transform] function being invoked on each element of original array, to the given [destination].

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterative<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
@ByLambdaReturnType\n@kotlin.databindable-inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterative<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}"**

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corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original array. 

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The returned map preserves the entry iteration order of the keys produced from the original array.
MutableList<Char>>(), keySelector) * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n\nArray<out T> groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n*K*\nV*\n
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> *
return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)  

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>  

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 */
public inline fun <K, M : MutableMap<in K, MutableList<String>>> StringArray.groupByTo(destination: M, keySelector: (String) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 */
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M  

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 */

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 */
public inline fun <K, M : MutableMap<in K, MutableList<BigInteger>>> BigIntegerArray.groupByTo(destination: M, keySelector: (BigInteger) -> K): M
```kotlin
/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @param destination The [destination] map.
 * @return The [destination] map.
 */
public inline fun <K, M : MutableMap<in K, MutableList<*>>> AnyArray.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @param destination The [destination] map.
 * @return The [destination] map.
 */
public inline fun <K, M : MutableMap<in K, MutableList<*>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```

Open Source Used In DNAC Platform Guardian 5612
```kotlin
samples.collections.Collections.Transformations.mapFromR

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 */
public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n        }\n        * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n        }\n        * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)\n        }\n        * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element\n * @param inline fun <T : Any> Array<out T>\n        mapIndexedNotNullNotTo(destination: C, transform: (index: Int, T) -> R)?: List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)\n        }\n        * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */

public inline fun <R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
[transform] function to each element and its index in the original array and appends the results to the given destination. @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element. */
public inline fun FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given destination. @param [transform] function that takes the index of an element and returns the result of the transform applied to the element. */
public inline fun DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given destination. @param [transform] function that takes the index of an element and returns the result of the transform applied to the element. */
public inline fun BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array and appends the results to the given destination. @param [transform] function that takes the index of an element and returns the result of the transform applied to the element. */
public inline fun CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element in the original array. */
public inline fun Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element in the original array and appends only the non-null results to the given [destination]. */
public inline fun Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given destination. */
public inline fun FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array and appends the results to the given destination. */
public inline fun DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
for (item in this)
    destination.add(transform(item))
return destination

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun ShortArray.withIndex():Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun IntArray.withIndex():Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun LongArray.withIndex():Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun FloatArray.withIndex():Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun DoubleArray.withIndex():Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun BooleanArray.withIndex():Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
public inline fun CharArray.withIndex():Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.\n * Among equal elements of the given array, only the first one will\n * be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source\n * array.\n */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()\n}

/**
 * Returns a list containing only distinct elements from the given array.\n */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()\n}
LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.
 * The elements in the resulting list are in the same order as they were in the source array.
 */
public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
ArrayList<Float>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.
 */ @sample samples.collections.Collections.Transformations.distinctAndDistinctBy

DoubleArray.distinctBy(selector: (Double) -> K): List<Double> { val set = HashSet<K>() val list = ArrayList<Double>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.
 */ @sample samples.collections.Collections.Transformations.distinctAndDistinctBy

BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> { val set = HashSet<K>() val list = ArrayList<Boolean>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list

/**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source array.
 */ @sample samples.collections.Collections.Transformations.distinctAndDistinctBy

CharArray.distinctBy(selector: (Char) -> K): List<Char> { val set = HashSet<K>() val list = ArrayList<Char>() for (e in this) { val key = selector(e) if (set.add(key)) list.add(e) } return list

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

ShortArray.intersect(other: Iterable<Short>): Set<Short> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

IntArray.intersect(other: Iterable<Int>): Set<Int> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

LongArray.intersect(other: Iterable<Long>): Set<Long> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

FloatArray.intersect(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

DoubleArray.intersect(other: Iterable<Double>): Set<Double> { val set = this.toMutableSet() set.retainAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

IntArray.union(other: Iterable<Int>): Set<Int> { val set = this.toMutableSet() set.addAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

LongArray.union(other: Iterable<Long>): Set<Long> { val set = this.toMutableSet() set.addAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

FloatArray.union(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.addAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.

DoubleArray.union(other: Iterable<Double>): Set<Double> { val set = this.toMutableSet() set.addAll(other) return set

/**
 * Returns a set containing all elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array.
 */ @sample samples.collections.Collections.
elements that are contained by both this array and the specified collection. The returned set preserves the element iteration order of the original array. To get a set containing all elements that are contained at least in one of these collections use [union].

```kotlin
public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public <T> Array<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun <T> Array<out T>.toMutableSet(): MutableSet<T> {
    return toCollection(LinkedHashSet<T>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}
```

returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun LongArray.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

returns a set containing all elements that are contained by both this array and the specified collection.
toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given array.
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end.
 * The returned set preserves the element iteration order of the original array.
 */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
this.toMutableSet().addAll(other).return set\n\n* Returns a set containing all distinct elements
from both collections.\n* The returned set preserves the element iteration order of the original array.\n* Those elements of the [other] collection that are unique are iterated in the end* in the order of the [other] collection.\n* To get a set containing all elements that are contained in both collections use [intersect].\n* /\npublic infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {\n    \n    val set = this.toMutableSet().addAll(other).return set\n\n* Returns a set containing all distinct elements from both collections.\n* The returned set preserves the element iteration order of the original array.\n* Those elements of the [other] collection that are unique are iterated in the end* in the order of the [other] collection.\n* To get a set containing all elements that are contained in both collections use [intersect].\n
/**
 * Returns a set containing all distinct elements
 * from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end* in the order of the [other] collection.\n * To get a set containing all elements that are contained in both collections use [intersect].\n */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet().addAll(other).return set\n\n* Returns `true` if all elements match the given [predicate].\n* @sample samples.collections.Collections.Aggregates.all\n
/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all\n */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
isEmpty():

```
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
current accumulator value and an element, and calculates the next accumulator value.

```kotlin
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> FloatArray.foldIndexed(initial: R, @param {operation} function that takes the index of an element, current accumulator value and element, and calculates the next accumulator value.

```kotlin
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(acc, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> TArray.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(acc, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> bytearray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(acc, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.

```kotlin
public inline fun <R> TArray.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Accumulates value starting with [initial] value and applying [operation] from left to right.
operation: (index: Int, acc: R, Float) -> R: R
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator

fun DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
fun <R, BooleanArray> foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
fun <R, CharArray> foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
accumulator
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n *

LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {\n    var index = lastIndex\n    var accumulator = initial\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    \n    return accumulator\n}
action on the element.

```kotlin
public inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit):
    Unit {
        var index = 0
        for (item in this) action(index++, item)
    }
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
```}

```kotlin
public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}
```

```kotlin
@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
```
ReplaceWith("maxOrNull()")@DeprecatedSinceKotlin(warningSince = "1.4")public fun CharArray.max(): Char? { return maxOrNull()@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")public inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? { return maxByOrNull(selector)@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? { return maxByOrNull(selector)@Deprecated("Use maxByOrNull instead.",
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ReplaceWith("maxByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")public inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? { return maxByOrNull(selector)@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))@DeprecatedSinceKotlin(warningSince = "1.4")public inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? { return maxByOrNull(selector)

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

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 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem

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 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? { if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxValue = selector(maxElem)
 for (i in 1..lastIndex) { val e = this[i]
 var v = selector(e)
 if (maxValue < v) { maxElem = e
 maxValue = v
 } } return maxElem


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Since Kotlin("1.4")@public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

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    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

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    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

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    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

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    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}

Since Kotlin("1.4")@public inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        if (maxVal < this[i]) {
            maxVal = selector(this[i])
            maxElem = this[i]
        }
    }
    return maxElem
}
(i in 1..lastIndex) { val v = selector(this[i])
      maxVal = maxOf(maxVal, v)
    } return
    maxVal
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
    
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
    
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
    
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
    
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result
 * is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return
    
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is ` NaN`, the returned result
 * is ` NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw

Double): Double

```kotlin
fun if (isEmpty()) throw NoSuchElementException()
val maxVal = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    maxVal = maxOf(maxVal, v)
}
return maxVal
```
ByLambdaReturnType

public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * If any of values produced by [selector] function
 * is `NaN`, the returned result is `NaN`. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array. * @throws NoSuchElementException if the array is empty.
 */

ByLambdaReturnType

public inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
By LambdaReturnType

> LongArray.maxOf(selector: (Long) -> R): R

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> DoubleArray.maxOf(selector: (Double) -> R): R

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double?

> if (isEmpty()) return null

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> ByteArrayOf<Byte>.maxOfOrNull(selector: (Byte) -> Double): Double?

> if (isEmpty()) return null

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> CharArray.maxOf(selector: (Char) -> R): R

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> ShortArrayOf<Short>.maxOfOrNull(selector: (Short) -> Double): Double?

> if (isEmpty()) return null

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> IntArray.maxOf(selector: (Int) -> Double): Double

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.

> IntArrayOf<Int>.maxOfOrNull(selector: (Int) -> Double): Double?

> if (isEmpty()) return null

> var max = selector(this[0])

> for (i in 1..lastIndex) { val v = selector(this[i])

> if (max < v) { max = v

> return max }

> } * Returns the largest value among all values produced by [selector] function

NoSuchElementException if the array is empty.
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}


```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

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each element in the array or `null` if there are no elements.

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
```

```kotlin
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue =
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```kotlin
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (maxValue < v) {
        maxValue = v
    }
}
return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {
    // Implementation...
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {
    // Implementation...
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>>
CharArray.maxOfOrNull(selector: (Char) -> R): R? {
    // Implementation...
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    // Implementation...
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    // Implementation...
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    // Implementation...
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    // Implementation...
}
```

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(comparator.compare(maxValue, v) < 0) {\n    maxValue = v
    return maxValue\n}\nreturn maxValue
}

Returns the largest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array.\n
*\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.maxOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.maxOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <T> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <T> LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n *\n *\n@Since Kotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nBy Lambda Return Type\n@kotlin.internal.InlineOnly\npublic inline fun <T> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n    if (isEmpty()) return null\n    var maxValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v
        }\n    }\n    return maxValue
}
null
var maxValue = selector(this[0])
for (i in 1..lastIndex)
if (comparator.compare(maxValue, v) < 0) {
    \n    val v = selector(this[i])
    \n    var maxValue = v
    \n    return maxValue
}
/*
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (R) -> R, comparator: Comparator<in R>> R? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (Int) -> R, comparator: Comparator<in Int>> Int? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (Long) -> R, comparator: Comparator<in Long>> Long? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (Float) -> R, comparator: Comparator<in Float>> Float? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (Double) -> R, comparator: Comparator<in Double>> Double? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R, selector: (Boolean) -> R, comparator: Comparator<in Boolean>> Boolean? {
    \n    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex)
    if (comparator.compare(maxValue, v) < 0) {
        \n        var maxValue = v
        \n        return maxValue
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R?): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}
ReplaceWith("maxWithOrNonNull(comparator)")

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
    return maxWithOrNonNull(comparator)
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
    return maxWithOrNonNull(comparator)
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    return maxWithOrNonNull(comparator)
}

@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNonNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>)

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>)

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public
fun Array<out Double>.min(): Double? {\n    return minOrNull()\n}\n\nfun Array<out Float>.min(): Float? {
    return minOrNull()\n}\nfun <T : Comparable<T>> Array<out T>.min(): T? {
    return minOrNull()\n}\nfun ByteArray.min(): Byte? {
    return minOrNull()\n}\nfun ShortArray.min(): Short? {
    return minOrNull()\n}\nfun IntArray.min(): Int? {
    return minOrNull()\n}\nfun LongArray.min(): Long? {
    return minOrNull()\n}\nfun FloatArray.min(): Float? {
    return minOrNull()\n}\nfun DoubleArray.min(): Double? {
    return minOrNull()\n}\nfun CharArray.min(): Char? {
    return minOrNull()\n}\n
/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    \n    return minByOrNull(selector)\n}\n\n
var minElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return minElem

var minVal = 
selector(minElem)
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

return minValue

/* Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Aggregates.minByOrNull
 * @SinceKotlin(1.4)
 */
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = 
selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

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var minElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return minElem
var minValue = selector(minElem)
for (i in 1..lastIndex) {
val e = this[i]
val v = selector(e)
if (minValue > v) {
minElem = e
minValue = v
}
}
return minElem
}

* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOf(selector: (Int) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
if (isEmpty()) throw NoSuchElementException() \nval minValue = selector(this[0]) \nfor (i in 1..lastIndex) {
val v = selector(this[i]) \nval minValue = minOf(minValue, v) \n}
return minValue
}**\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the array is empty.\n
*/

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@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
@kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType

*/*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType

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@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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ByLambdaReturnType

*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType

*/
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType
"NaN".\n * \n * @throws NoSuchElementException if the array is empty.\n *\n*\n
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n *\n*\n
Float\n if (isEmpty()) throw NoSuchElementException()\n \n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n }\n \n return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOf(selector: (Char) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        minValue = minOf(minValue, v)\n    }\n    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> CharArray.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteBuffer.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharBuffer.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOf(selector: (Byte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharBuffer.minOf(selector: (Char) -> R): R {\n    if (isEmpty()) throw NoSuchElementException()\n    var minValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (minValue > v) {\n            minValue = v
        }
    }
    return minValue\n }\n
**\n Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * @throws NoSuchElementException if the array is empty.\n *\n*\n
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array is empty.

*\@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
ShortArray.minOf(selector: (Short) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = selector(this[0])\n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*\n\n@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
IntArray.minOf(selector: (Int) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = selector(this[0])\n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*\n
@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
LongArray.minOf(selector: (Long) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = selector(this[0])\n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*\n
@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
FloatArray.minOf(selector: (Float) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = selector(this[0])\n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*\n
@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
DoubleArray.minOf(selector: (Double) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = selector(this[0])\n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*\n
@Since\Kotlin("1.4.\")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly\public inline fun \<R : Comparable\<R>>
CharArray.minOf(selector: (Char) -> \R) { \n if (isEmpty()) throw NoSuchElementException()
var minValue = \n for (i in 1..lastIndex) { \n val v = selector(this[i])\n if (minValue > v) { \n minValue = v
 }\n }\n return minValue\n}/*
by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. * 

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun <T> Array\:<T>\.minOfOrNull(selector: (T) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun ShortArray.minOfOrNull(selector: (Short) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun IntArray.minOfOrNull(selector: (Int) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun LongArray.minOfOrNull(selector: (Long) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun FloatArray.minOfOrNull(selector: (Float) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *

*\@
Since Kotlin(`1.4`)*\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? { \n if (isEmpty()) return null \n var minValue = selector(this[0]) \n for (i in 1...lastIndex) { \n val v = selector(this[i]) \n minValue = minOf(minValue, v) \n } \n return minValue
} // * Returns the smallest value among all values produced by [selector] function » applied to each element in the array or `null` if there are no elements. * } * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. *
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```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```

---

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```kotlin
/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
```
val v = selector(this[i])
minValue = minOf(minValue, v)
return minValue

/* Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements. */
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
by [selector] function * applied to each element in the array or ‘null’ if there are no elements.

IntArray.minOfOrNull(selector: (Int) -> R): R? { if (isEmpty()) return null 
 var minValue = selector(this[0])
 for (i in 1..lastIndex) { 
 val v = selector(this[i])
 if (minValue > v) { 
 minValue = v
 }
 return minValue
 }

LongArray.minOfOrNull(selector: (Long) -> R): R? { if (isEmpty()) return null 
 var minValue = selector(this[0])
 for (i in 1..lastIndex) { 
 val v = selector(this[i])
 if (minValue > v) { 
 minValue = v
 }
 return minValue
 }

ByteArray.minOfOrNull(selector: (Char) -> R): R? { if (isEmpty()) return null 
 var minValue = selector(this[0])
 for (i in 1..lastIndex) { 
 val v = selector(this[i])
 if (minValue > v) { 
 minValue = v
 }
 return minValue
 }

CharArray.minOfOrNull(selector: (Char) -> R): R? { if (isEmpty()) return null 
 var minValue = selector(this[0])
 for (i in 1..lastIndex) { 
 val v = selector(this[i])
 if (minValue > v) { 
 minValue = v
 }
 return minValue
 }

*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
 if (isEmpty()) throw NoSuchElementException()
 var minValue = selector(this[0])
 for (i in 1..lastIndex) { 
 val v = selector(this[i])
 if (comparator.compare(minValue, v) > 0) {
 minValue = v
 }
 return minValue
 }

*@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWith(comparator:
Comparator<in R>, selector: (Byte) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Short) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Int) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Long) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Float) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Double) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

Comparator<in R>, selector: (Boolean) -> R): R

\n if (isEmpty()) throw NoSuchElementException()

var minValue = selector(this[0]) for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
ByLambdaReturnType

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ByLambdaReturnType

@kotlin.internal.InlineOnly

public inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R

if (isNotEmpty()) throw NoSuchElementException()

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R

if (isNotEmpty()) return null

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R

if (isNotEmpty()) return null

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R

if (isNotEmpty()) return null

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R

if (isNotEmpty()) return null

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R

if (isNotEmpty()) return null

var minValue = selector(this[0])

for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(minValue, v) > 0) {
        minValue = v
    }
}

return minValue

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */

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DoubleArray.minOfOrNull(comparator: Comparator<R>?, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0]) for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

BooleanArray.minOfOrNull(comparator: Comparator<R>?, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0]) for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

CharArray.minOfOrNull(comparator: Comparator<R>?, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0]) for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

Array<out Double>.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

Array<out Float>.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

Array<out T : Comparable<T>>.minOrNull(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

ByteArray.minOrNull(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

ShortArray.minOrNull(): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

IntArray.minOrNull(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

LongArray.minOrNull(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

Returns the smallest element or `null` if there are no elements.

CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

Returns the smallest element or `null` if there are no elements.
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.minWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min: Float = this[0]
    for (i in 1..lastIndex) {
        val e: Float = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the
 * smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min: Double = this[0]
    for (i in 1..lastIndex) {
        val e: Double = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the
 * smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min: Boolean = this[0]
    for (i in 1..lastIndex) {
        val e: Boolean = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the
 * smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min: Char = this[0]
    for (i in 1..lastIndex) {
        val e: Char = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <T> Array<out T>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
element and the element itself

*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation]
 * from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
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public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

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 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
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public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
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public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
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    for (index in 1..lastIndex) {
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public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty.
 * If the array can be empty in an expected way, please use [reduceOrNull] instead.
 * It returns `null` when its receiver is empty.
 */
public inline function
@param [operation] function that takes current accumulator value and an element, \* * @sample samples.collections.Collections.Aggregates.reduce

ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

IntArray.reduce(operation: (acc: Int, Int) -> Int): Int { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

LongArray.reduce(operation: (acc: Long, Long) -> Long): Long { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean { if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
    return accumulator
* * * * Accumulates value starting with the first element and applying [operation] from left to right \* to current accumulator value and each element. \* * * * @param [operation] function that takes current accumulator value and an element, \* and calculates the next accumulator value. \* * * * @sample samples.collections.Collections.Aggregates.reduce

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@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value,\n * @param samples.collections.Collections.Aggregates.reduce\n * @param \n * @param samples.collections.Collections.Aggregates.reduce\n * \n
CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in
        accumulator = operation(accumulator, this[index])
    return accumulator
}

public inline fun
ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}

ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}

IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw
    var accumulator = this[0]
    for (index in
        accumulator = operation(index, accumulator, this[index])
    return accumulator
}

    if (isEmpty())
        throw
}
UnsupportedOperationException("Empty array can't be reduced.")

```kotlin
var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
} return accumulator
```

*Accumulates value starting with the first element and applying [operation] from left to right.*

*Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns ‘null’ when its receiver is empty.*

```kotlin
val accumulator = operation(index, accumulator, this[index])
```

*Accumulates value starting with the first element and applying [operation] from left to right.*

*Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns ‘null’ when its receiver is empty.*

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var accumulator = this[0]
for (index in 1..lastIndex) {
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```

*Accumulates value starting with the first element and applying [operation] from left to right.*

*Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns ‘null’ when its receiver is empty.*

```kotlin
var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
} return accumulator
```
index of an element, current accumulator value and the element itself,\n
* and calculates the next accumulator value:\n
* @sample samples.collections.Collections.Aggregates.reduceOrNull

*\n
@SinceKotlin("1.4")\npublic inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun LongArray.reduceIndexedOrNull(operation: (index: Int, acc: Long, Long) -> Long): Long? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc: Double, Double) -> Double): Double? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * @sample samples.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")\npublic inline fun BooleanArray.reduceIndexedOrNull(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
}
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 * If the array is empty, returns null.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 * If the array is empty, returns null.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 * If the array is empty, returns null.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * Throws an exception if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * Throws an exception if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * Throws an exception if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <S, T : S> MutableList<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * Throws an exception if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
public inline fun <S, T : S> List<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * Throws an exception if the array is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 */
Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw
    UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)\n    }
    return accumulator
}
array can be empty in an expected way.
* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes an element and current accumulator value,
* and calculates the next accumulator value.
* @sample
samples.collections.Collections.Aggregates.reduceRight

```kotlin
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int) {```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected way, please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
    var accumulator = get(lastIndex--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastIndex--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastIndex--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastIndex--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(lastIndex--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

// End of code snippet
@param [operation] function that takes the index of an element, the element itself and current accumulator value.

Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value.

* and calculates the next accumulator value.

Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value.

* @param [operation] function that takes an element and current accumulator value.

* and calculates the next accumulator value.

Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value.

* and calculates the next accumulator value.

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its index in the original array and current accumulator value.

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Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value.

* and calculates the next accumulator value.

Accumulates value starting with the last element and applying [operation] from right to left to each element with
its index in the original array and current accumulator value.

* and calculates the next accumulator value.
accumulator value, \( n \) and calculates the next accumulator value, \( n \) * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. \( n \) * \( n \) * Returns ‘null’ if the array is empty. \( n \) * \( n \) * @param [operation] function that takes an element and current accumulator value, \( n \) * and calculates the next accumulator value. \( n \) * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. \( n \) * \( n \) * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@public inline fun
CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        index = index - 1
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. \( n \) * \( n \) * Note that ‘acc’ value passed to [operation] function should
not be mutated; otherwise it would affect the previous value in resulting list.

@sample

```
@sample
```

```
public inline fun <R> FloatArray.runningFold(initial: R, operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

public inline fun <R> DoubleArray.runningFold(initial: R, operation: (acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

public inline fun <R> BooleanArray.runningFold(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun <R> ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun <R> CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun <R> BitArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
return listOf(initial)  
val result = ArrayList<R>(size + 1).apply { add(initial) }
var accumulator = initial
for (index in indices) { 
    accumulator = operation(index, accumulator, this[index])
result.add(accumulator)
}  
return result
* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
* The element itself, and calculates the next accumulator value.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself.

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * The element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself.
 * @sample samples.collections.Collections.Aggregates.runningFold
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * The element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself.
 * @sample samples.collections.Collections.Aggregates.runningFold
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * The element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself.
 * @sample samples.collections.Collections.Aggregates.runningFold
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * The element itself, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself.
 * @sample samples.collections.Collections.Aggregates.runningFold
*/
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
*(\n@SinceKotlin("1.4\"))*\n
@kotlin.internal.InlineOnly\n
public inline fun <R>

DoubleArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Double) -> R): List<R> {
    \n    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

BooleanArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */

CharArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * Note that \`acc\` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */

ByteArray.runningReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator: Byte = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */

ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator: Short = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
val result = ArrayList<Short>(size).apply { add(accumulator) } 
for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
} return result

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val
result = Array.asList<Char>(size).apply { add(accumulator) } for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
} return result

// Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

private fun <T> List<T>.runningReduceIndexed(operation: (index: Int, acc: T, T) -> T): List<T> {
    var accumulator: T = this[0]
    val result = ArrayList<T>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.

@sinceKotlin("1.4")
@kotlin.internal.InlineOnly

public inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * @param samples.collections.Collections.Aggregates.runningReduce
 */

public inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * @param samples.collections.Collections.Aggregates.runningReduce
 */

public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator)
    }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * @param samples.collections.Collections.Aggregates.runningReduce
 */

public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * @param samples.collections.Collections.Aggregates.scan
 */

@annotation
@WasExperimental(ExperimentalStdlibApi::class)
in public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
calculates the next accumulator value.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}

*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}

*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}

*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}

*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.

```kotlin
*\n@SinceKotlin("1.4")
*\n@WasExperimental(ExperimentalStdlibApi::class)
*\n@kotlin.internal.InlineOnly
*\n@published inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}
```

Note that the `acc` value passed to `operation` function should not be mutated; otherwise it would affect the previous value in resulting list.
inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left
to right that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and an element, and calculates the next accumulator value, and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left
to right that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left
to right that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left
to right that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left
to right that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
    return runningFoldIndexed(initial, operation)
}
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values
 * generated by applying [operation] from left to right on
 * each element, its index in the original array and current
 * accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should
 * not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values
 * generated by applying [operation] from left to right on
 * each element, its index in the original array and current
 * accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should
 * not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values
 * generated by applying [operation] from left to right on
 * each element, its index in the original array and current
 * accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should
 * not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values
 * generated by applying [operation] from left to right on
 * each element, its index in the original array and current
 * accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should
 * not be mutated; otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>
Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    return runningReduce(operation)
}
c inline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduce instead.",
            ReplaceWith("runningReduce(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
            ReplaceWith("runningReduceIndexed(operation)"), level =
            DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double):
    return runningReduceIndexed(operation)
inline fun <Double> DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double):
    return runningReduceIndexed(operation)

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean):
    return runningReduceIndexed(operation)

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline funByteArray.sumOf(selector: (Byte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionIntArray.sumOf(selector: (Int) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionLongArray.sumOf(selector: (Long) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionFloatArray.sumOf(selector: (Float) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionDoubleArray.sumOf(selector: (Double) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionCharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionBooleanArray.sumOf(selector: (Boolean) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

*An@SinceKotlin("1.4")n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline functionCharArray.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

*/
function applied to each element in the array.

```kotlin
public inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.inter
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun <T> Array<out
T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/

samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
*/
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}*/
yielded `false`.

```kotlin
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public * * sample
samples.collections.ITERABLES
* SAMPLES
*

yielded `false`.

```
pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n
public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of values built from the elements of `this` array and the [other] array with the same index * using the provided [transform] function applied to each pair of elements. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list.map{it} * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index. * The returned list has length of the shortest collection. * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, T> List<Pair<T, R>>.zip(\n * @sample \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, T> Array<out T>.zip(other: \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R, T> ByteArray.zip(other: Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R> ByteArray.zip(\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */

public inline fun <R>
list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

list of pairs built from the elements of `this` array and the [other] array with the same index
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

list of pairs built from the elements of `this` array and the [other] array with the same index
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
public inline fun <R, V> IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

list of pairs built from the elements of `this` array and the [other] array with the same index
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

/*\n* @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n*/
    return zip(other) { t1, t2 -> t1 to t2 }
}

list of pairs built from the elements of `this` array and the [other] array with the same index
* The returned list has length of the shortest collection.
* @sample
samples.collections.Iterables.Operations.zipIterable

*public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { (t1, t2) -> t1 to t2 }
}

*public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { (t1, t2) -> t1 to t2 }
}

*public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { (t1, t2) -> t1 to t2 }
}

*public infix fun CharArray.zip(other: CharArray): List<Pair<Char, Char>> {
    return zip(other) { (t1, t2) -> t1 to t2 }
}

*public infix fun ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*public infix fun ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*public infix fun IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*public infix fun LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*public infix fun FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

*public infix fun DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
list has length of the shortest array.

samples.collections.Iterables.Operations.zipIterableWithTransform

BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V>

\nval size = minOf(size, other.size)\nval list = ArrayList<V>(size)\nfor (i in 0 until size) \n\nlist.add(transform(this[i], other[i]))\n\nreturn list firm

*\n
* @sample

samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size) \n    val list = ArrayList<V>(size) \n    for (i in 0 until size) \n        list.add(transform(this[i], other[i])) \n    return list
}

\n
*\n
* @sample

samples.collections.Iterables.Operations.zipIterableWithTransform

CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V>

\nval size = minOf(size, other.size) \nval list = ArrayList<V>(size) \nfor (i in 0 until size) \nlist.add(transform(this[i], other[i])) \n\nreturn list

*\n
* @sample

samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size) \n    val list = ArrayList<V>(size) \n    for (i in 0 until size) \n        list.add(transform(this[i], other[i])) \n    return list
}

\n
*\n
* @sample

samples.collections.Transformations.joinTo

Array.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A

\nvar count = 0
\nfor (element in this) {
    if (++count > 1)
        buffer.append(separator) \n        if (limit < 0 || count <= limit) \n            buffer.appendElement(element, transform) \n    else break
} \n
if (limit >= 0 && count > limit) buffer.append(truncated) \nbuffer.append(postfix) \n
return buffer
}

    buffer.append(prefix) \n    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator) \n            if (limit < 0 || count <= limit) \n                buffer.appendElement(element, transform) \n        else break
    } \n
    if (limit >= 0 && count > limit) buffer.append(truncated) \n    buffer.append(postfix) \n
    return buffer
}

public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): A {
    buffer.append(prefix) \n    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator) \n            if (limit < 0 || count <= limit) \n                buffer.appendElement(element, transform) \n        else break
    } \n
    if (limit >= 0 && count > limit) buffer.append(truncated) \n    buffer.append(postfix) \n
    return buffer
}

public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    buffer.append(prefix) \n    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator) \n            if (limit < 0 || count <= limit) \n                buffer.appendElement(element, transform) \n        else break
    } \n
    if (limit >= 0 && count > limit) buffer.append(truncated) \n    buffer.append(postfix) \n
    return buffer
}
if (limit >= 0 && count > limit) buffer.append(truncated)
buffer.append(postfix)
return
buffer
\n\n// \n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @sample samples.collections.Collections.Transformations.joinTo\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
\n\n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> FloatArray.joinTo(buffer: A, separator:(CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
\n\n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
\n\n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
\n\n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
\n\n// **
// * Appends the string from all the elements separated using [separator] and using the given
// [prefix] and [postfix] if supplied. \n// * If the collection could be huge, you can specify a non-negative value of
// [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
// defaults to "...".)\n// * \n// * @param buffer the buffer to which to append
// * @param separator the separator to use when joining the elements
// * @param prefix the prefix to use before each element
// * @param postfix the postfix to use after each element
// * @param limit the maximum number of elements to append
// * @param truncated the truncated string to use if the limit is exceeded
// * @param transform a transformation function to apply to each element
// * @return the modified buffer
// **

fun <A : Appendable> StringArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix:
CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((String) -> CharSequence)? = null): A {
    buffer.append(prefix)\n    var count = 0\n    for (element in this) {
        if (++count > 1)
            buffer.append(separator)\n        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer

buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n\n...\n\n", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "\n\n...\n\n")..
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
samples.collections.Collections.Transformations.joinToString

    val result = StringBuilder()
    for (element in array) {
        result.append(transform?.invoke(element) ?: element.toString())
        result.append(separator)
    }
    if (result.length > limit) {
        result.setLength(limit)
        result.append(truncated)
    }
    return result.toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to ". . .").
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = ". . .", transform: ((Boolean) -> CharSequence)? = null): String {
    val result = StringBuilder()
    for (element in array) {
        result.append(transform?.invoke(element) ?: element.toString())
        result.append(separator)
    }
    if (result.length > limit) {
        result.setLength(limit)
        result.append(truncated)
    }
    return result.toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to ". . .").
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = ". . .", transform: ((Char) -> CharSequence)? = null): String {
    val result = StringBuilder()
    for (element in array) {
        result.append(transform?.invoke(element) ?: element.toString())
        result.append(separator)
    }
    if (result.length > limit) {
        result.setLength(limit)
        result.append(truncated)
    }
    return result.toString()
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}
@sample samples.collections.Sequences.Building.sequenceFromArray
*~/public fun IntArray.asSequence():
  Sequence<Int> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun LongArray.asSequence():
  Sequence<Long> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun FloatArray.asSequence():
  Sequence<Float> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun DoubleArray.asSequence():
  Sequence<Double> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun BooleanArray.asSequence():
  Sequence<Boolean> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun CharArray.asSequence():
  Sequence<Char> { \n    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() }\n  }\n
*~/public fun ByteArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun ShortArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun IntArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun LongArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun FloatArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun DoubleArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun ByteArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n       sum += element \n       ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun ShortArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun IntArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun LongArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun FloatArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

*~/public fun DoubleArray.average(): Double { \n    var sum = 0.0 \n    var count = 0 \n    for (element in this) { \n        sum += element \n        ++count
    } \n    return if (count == 0) Double.NaN else sum / count
}

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else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(): Int {
    try {
        return random(Random).nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(): Long {
    try {
        return random.Random().nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(): Char {
    return random.Random().nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(): Int {
    try {
        return random.Random().nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(): Long {
    try {
        return random.Random().nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(): Int {
    try {
        return random(Random).nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(): Long {
    try {
        return random.Random().nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(): Char {
    return random.Random().nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(): Int {
    try {
        return random.Random().nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of random
ness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(): Long {
    try {
        return random.Random().nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}
specified source of randomness.

```kotlin
@SinceKotlin("1.3")
@ deprecated since Kotlin("1.3")
@ published fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}
```

```kotlin
/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@ WasExperimental(ExperimentalStdlibApi::class)
@inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}
```

```kotlin
/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@ WasExperimental(ExperimentalStdlibApi::class)
@inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}
```

```kotlin
/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@ WasExperimental(ExperimentalStdlibApi::class)
@inline fun CharRange.randomOrNull(): Char? {
    return randomOrNull(Random)
}
```

```kotlin
/**
 * Returns `true` if this range contains the specified 
 * element.
 */
@SinceKotlin("1.3")
@inline operator fun IntRange.contains(element: Int?): Boolean {
    return element != null && contains(element)
}
```

```kotlin
/**
 * Returns `true` if this range contains the specified 
 * element.
 */
@SinceKotlin("1.3")
@inline operator fun LongRange.contains(element: Long?): Boolean {
    return element != null && contains(element)
}
```

```kotlin
/**
 * Returns `true` if this range contains the specified 
 * element.
 */
@SinceKotlin("1.3")
@inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}
```

```kotlin
/**
 * Checks if the specified 
 * value belongs to this range.
 */
@ depricated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@ depricatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@published operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}
```

```kotlin
/**
 * Checks if the specified 
 * value belongs to this range.
 */
@ depricated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@ depricatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@published operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}
```

```kotlin
/**
 * Checks if the specified 
 * value belongs to this range.
 */
@ depricated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@ depricatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@published operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}
```
\"1.4\")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

\"1.4\")\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return contains(value.toInt())
}

\"1.4\")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return contains(value.toLong())
}

\"1.4\")\n@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return contains(value.toByte())
}

\"1.4\")\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange<Short>.contains(value: Double): Boolean {
    return contains(value.toShort())
}

\"1.4\")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

\"1.4\")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return contains(value.toLong())
}

\"1.4\")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {
    return contains(value.toDouble())
}

\"1.4\")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Int): Boolean {
    return contains(value.toLong())
}

\"1.4\")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}
specified [value] belongs to this range.

```kotlin
@deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
    return contains(value.toDouble())
}

@deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
    return contains(value.toFloat())
}

@deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

@deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}
```

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the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)"" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun IntProgression fromClosedRange(this: Int, to: Int, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toByte(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Char.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toByte(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Char.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Char): CharProgression {
    return CHAR_PROGRESSION.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toByte(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Char): CharProgression {
    return CHAR_PROGRESSION.fromClosedRange(this, to, -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/

public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toByte(), to.toInt(), -1)"

Returns a progression from this value down to the specified [to] value with the step -1."" The [to] value should be less than or equal to 'this' value."

If the [to] value is greater than 'this' value the returned progression is empty."

*/
than or equal to `this` value.

```kotlin
public infix fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}
```

This function returns a progression from the value less than or equal to `this` value. If the [to] value is greater than `this` value, the returned progression is empty.

```kotlin
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

This function returns a progression from the value less than or equal to `this` value. If the [to] value is greater than `this` value, the returned progression is empty.

```kotlin
public infix fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}
```

This function returns a progression that goes over the same range in the opposite direction with the same step.

```kotlin
public fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}
```

This function returns a progression that goes over the same range with the given step. If the step is positive, the returned progression goes over the same range with the given step.

```kotlin
internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}
```

This function checks if the value is within the range of Byte and returns Byte if true, or null otherwise.

```kotlin
internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}
```

This function checks if the value is within the range of Byte and returns Byte if true, or null otherwise.

```kotlin
internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}
```

This function checks if the value is within the range of Byte and returns Byte if true, or null otherwise.

```kotlin
internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null
}
```

This function checks if the value is within the range of Byte and returns Byte if true, or null otherwise.

```kotlin
internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null
}
```

This function checks if the value is within the range of Byte and returns Byte if true, or null otherwise.

```kotlin
internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}
```

This function checks if the value is within the range of Int and returns Int if true, or null otherwise.

```kotlin
internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null
}
```

This function checks if the value is within the range of Long and returns Long if true, or null otherwise.

```kotlin
internal fun Float.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toShort() else null
}
```

This function checks if the value is within the range of Short and returns Short if true, or null otherwise.

```kotlin
internal fun Double.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toShort() else null
}
```

This function checks if the value is within the range of Short and returns Short if true, or null otherwise.
a range from this value up to but excluding the specified [to] value.

If the [to] value is less than or equal to `this` value, then the returned range is empty.

*public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Int.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Int.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

*public infix fun Byte.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Byte.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Byte.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

*public infix fun Short.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Short.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Short.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

*public infix fun Char.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Char.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

*public infix fun Char.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

*public infix fun Char.until(to: Char): CharRange {
    return this .. (to - 1).toChar()}

Ensures that this value is not less than the specified [minimumValue].

* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.

1).toInt()
1).toLong()
1).toLong()
1).toInt()
samples.comparisons.ComparableOps.coerceAtLeastComparable

```kotlin
T.coerceAtLeast(minimumValue: T): T
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast

*/
```

```kotlin
public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Byte.coerceAtLeast(minimumValue: Byte):
Byte
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Byte.coerceAtMost(maximumValue: Byte):
Byte
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Byte.coerceAtMost(maximumValue: Byte):
Byte
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Long.coerceAtLeast(maximumValue: Long):
Long
    return if (this < maximumValue) maximumValue else this

* Ensures that this value is not less than the specified [maximumValue].

* @return this if it's greater than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Long.coerceAtMost(maximumValue: Long):
Long
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Float.coerceAtLeast(minimumValue: Float):
Float
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Float.coerceAtMost(maximumValue: Float):
Float
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Double.coerceAtLeast(maximumValue: Double):
Double
    return if (this < maximumValue) maximumValue else this

* Ensures that this value is not less than the specified [maximumValue].

* @return this if it's greater than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Double.coerceAtMost(maximumValue: Double):
Double
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Int.coerceAtLeast(minimumValue: Int):
Int
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Int.coerceAtMost(maximumValue: Int):
Int
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Long.coerceAtLeast(maximumValue: Long):
Long
    return if (this < maximumValue) maximumValue else this

* Ensures that this value is not less than the specified [maximumValue].

* @return this if it's greater than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```

```kotlin
public fun Long.coerceAtMost(maximumValue: Long):
Long
    return if (this > maximumValue) maximumValue else this

* Ensures that this value is not greater than the specified [maximumValue].

* @return this if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtMost
```

```kotlin
*/
```

```kotlin
public fun Float.coerceAtLeast(minimumValue: Float):
Float
    return if (this < minimumValue) minimumValue else this

* Ensures that this value is not less than the specified [minimumValue].

* @return this if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
```

```kotlin

* @sample samples.comparisons.ComparableOps.coerceAtLeast
```

```kotlin
*/
```
value if it’s less than or equal to the [maximumValue] or the [maximumValue] otherwise.

@sample
samples.comparisons.ComparableOps.coerceAtMost

public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    return if (minimumValue === null & maximumValue !== null) {
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    } else {
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null) {
        if (minimumValue > maximumValue) throw
        return minimumValue
    } else {
        if (maximumValue !== null) {
            if (maximumValue < minimumValue) throw
            return maximumValue
        }
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
    return minimumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw
    return minimumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw
    return minimumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw
    return minimumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw
    return minimumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun String.coerceIn(minimumValue: String, maximumValue: String): String {
    if (minimumValue > maximumValue) throw
    return minimumValue
}
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

if (this < minimumValue) return minimumValue

else if (this > maximumValue) return maximumValue

else return this

Ensures that this value lies in the specified [range].

@sample samples.comparisons.ComparableOps.coerceIn

public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")

    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue

    return this

Ensures that this value lies in the specified [range].

@sample samples.comparisons.ComparableOps.coerceInFloatingPointRange

public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this <= range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

Ensures that this value lies in the specified [range].

@sample samples.comparisons.ComparableOps.coerceInComparable

public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<T>(range)
    }

    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

Ensures that this value lies in the specified [range].

@sample samples.comparisons.ComparableOps.coerceIn

public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }

    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

Ensures that this value lies in the specified [range].

@sample samples.comparisons.ComparableOps.coerceIn

public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }

    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.
         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of
         * UByte can have.
         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of
         * UByte in a binary form.
         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of
         * UByte in a binary form.
         */
        public const val SIZE_BITS: Int = 8
    }

    /**
     * Compares this value with the
     * specified other value, a negative number if it's less than other, 0 if it's equal to the specified other value, a negative number if it's greater than other.
     */
    public fun compareTo(other: UByte): Int {
        return data.compareTo(other.data)
    }

    /**
     * Compares this value with the
     * specified other value, a negative number if it's less than other, 0 if it's equal to the specified other value, a negative number if it's greater than other.
     */
    public fun compareTo(other: Byte): Int {
        return data.compareTo(other)
    }

    /**
     * Compares this value with the
     * specified other value, a negative number if it's less than other, 0 if it's equal to the specified other value, a negative number if it's greater than other.
     */
    public fun compareTo(other: Comparable<@kotlin.internal.InlineOnly>)
public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
@Suppress("OVERRIDE_BY_INLINE")
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */
@kotlin.internal.InlineOnly
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

/**
 * Performs a
 */
bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UByte = UByte(data.inv())
    /** Converts this [UByte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data
    /** Converts this [UByte] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() and 0xFF
    /** Converts this [UByte] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt() and 0xFF
    /** Converts this [UByte] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFF
    /** Converts this [UByte] value to [Float]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()
    /** Converts this [UByte] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()

    public override fun toString(): String = toInt().toString()

}

/**
 * Converts this [Byte] value to [UByte].
 *
 * If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte` value,
 * whereas the most significant 8 bits are filled with zeros.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this)
/**
 * Converts this [Short] value to [UByte].
 *
 * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `UByte` value represents
 * the same numerical value as this `Short`. Otherwise the result is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this)
Short.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this [Int] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Int`.
 *
 * The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this [Long] value to [UByte].
 *
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents the same numerical value as this `Long`.
 *
 * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())
other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt =
this.times(other.toUInt())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong =
this.toULong().times(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt =
this.div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt =
this.div(other.toUInt())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong =
this.toULong().div(other.toULong())
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt =
this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt =
this.rem(other.toUInt())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other.toULong())
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun inv(): UInt = UInt(data.inv())

/**
 * Converts this [UInt] value to [Int].
 * If this value is less than or equals to [Int.MAX_VALUE],
 * the resulting `Int` value has the same binary representation as this `UInt` value.
 */
@kotlin.internal.InlineOnly
public inline operator fun toInt(): Int = data

/**
 * Converts this [UInt] value to [Short].
 * If this value is less than or equals to [Short.MAX_VALUE],
 * the resulting `Short` value is represented by the least significant 16 bits of this `UInt` value.
 * Note that the resulting `Short` value may be negative.
 */
@kotlin.internal.InlineOnly
public inline operator fun toShort(): Short = data.toShort()

/**
 * Converts this [UInt] value to [Byte].
 * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value
 * represents the same numerical value as this `UInt`.
 * The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.
 * Note that the resulting `Byte` value may be negative.
 */
@kotlin.internal.InlineOnly
public inline operator fun toByte(): Byte = data.toByte()
The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.

If this value is less than or equals to `[UShort.MAX_VALUE]`, the resulting `UShort` value represents the same numerical value as this `UInt`.

The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.

The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value, whereas the most significant 32 bits are filled with zeros.

The resulting value is the closest `Float` to this `UInt` value.

In case when this `UInt` value is exactly between two `Float`s, the one with zero at least significant bit of mantissa is selected.

The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value.

The resulting `UInt` value represents the same numerical value as this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value.

The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value, whereas the most significant 16 bits are filled with the sign bit of this value.

The resulting `UInt` value represents the same numerical value as this `Int` value.

The least significant 32 bits of this `Long` value are filled with the sign bit of this value.

The fractional part, if any, is rounded down towards zero.

If this `Double` value is negative or `NaN`, `UInt.MAX_VALUE` if it's bigger than `UInt.MAX_VALUE`.

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Open Source Used In DNAC Platform Guardian 5715
* A constant holding the minimum value an instance of UShort can have.

```kotlin
public const val MIN_VALUE: UShort = UShort(0)
```

* A constant holding the maximum value an instance of UShort can have.

```kotlin
public const val MAX_VALUE: UShort = UShort(-1)
```

* The number of bytes used to represent an instance of UShort in a binary form.

```kotlin
public const val SIZE_BYTES: Int = 2
```

* The number of bits used to represent an instance of UShort in a binary form.

```kotlin
public const val SIZE_BITS: Int = 16
```

* Compares this value with the specified value for order.

```kotlin
public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())
```

* Compares this value with the specified value for order.

```kotlin
public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())
```

* Compares this value with the specified value for order.

```kotlin
public inline operator fun compareTo(other: UInt): Int = this.toInt().compareTo(other.toInt())
```

* Compares this value with the specified value for order.

```kotlin
public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
```

* Adds the other value to this value.

```kotlin
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
```

* Adds the other value to this value.

```kotlin
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
```

* Adds the other value to this value.

```kotlin
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
```

* Adds the other value to this value.

```kotlin
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
```

* Subtracts the other value from this value.

```kotlin
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
```

* Subtracts the other value from this value.

```kotlin
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
```

* Subtracts the other value from this value.

```kotlin
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
```

* Subtracts the other value from this value.

```kotlin
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
```

* Multiplies this value by the other value.

```kotlin
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
```

* Multiplies this value by the other value.

```kotlin
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
```

* Multiplies this value by the other value.

```kotlin
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
```

* Multiplies this value by the other value.

```kotlin
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
```

* Divides this value by the other value.

```kotlin
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
```

* Divides this value by the other value.

```kotlin
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
```

* Divides this value by the other value.

```kotlin
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
```

* Divides this value by the other value.

```kotlin
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
```

* Calculates the remainder of dividing this value by the other value.

```kotlin
public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
```

* Calculates the remainder of dividing this value by the other value.

```kotlin
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
```

* Calculates the remainder of dividing this value by the other value.

```kotlin
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
```

* Calculates the remainder of dividing this value by the other value.

```kotlin
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
```
this.toUInt().rem(other.toUInt()) //** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other) //** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other) //** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc()) //** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec()) //** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun and(other: UShort): UShort = UShort(data.and(other.data)) //** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: UShort): UShort = UShort(data.xor(other.data)) //** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: UShort): UShort = UShort(data.or(other.data)) //** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt()) //** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun xor(other: UByte): UByte = data.toUByte() //** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline operator fun or(other: UByte): UByte = data.toUByte() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this //** Converts this [UShort] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toDouble() //** Converts this [UShort] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toDouble() //** Converts this [UShort] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble() //** Converts this [UShort] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this //** Converts this [UShort] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toDouble() //** Converts this [UShort] value to [Double]. */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toDouble() //** Converts this [UShort] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble() //** Converts this [UShort] value to [Float]. */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this //** Converts this [UShort] value to [UShort]. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this
[Byte] value to [UShort].

* If this value is positive, the resulting `UShort` value represents the same numerical value
as this `Byte`. * The least significant 8 bits of the resulting `UShort` value are the same as the bits
of this `Byte` value.

* If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value
represents the same numerical value as this `Int`. * The resulting `UShort` value is represented by the least significant
16 bits of this `Int` value. * A range of values of type `Char`. * An empty range of values
of type `Char`. * A range of values of type `Int`. * A range of values of type `Long`.

---

/*
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license/LICENSE.txt file. DO NOT EDIT!

package kotlin.ranges

public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int = 31 * first.toInt() + last.toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is IntRange && (isEmpty() &&
        first == other.first && last == other.last)

    override fun hashCode(): Int = 31 * first + last

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean = other is LongRange &&
        first == other.first && last == other.last

    override fun hashCode(): Int = 31 * (first xor (first ushr 32)) + (last xor (last ushr 32)).toInt()

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}
Boolean = false
override fun hasPrevious(): Boolean = false
override fun nextIndex(): Int = -1
override fun next(): Nothing = throw NoSuchElementException()
override fun previousIndex(): Int = -1
override fun previous(): Nothing = throw NoSuchElementException()

internal object EmptyList : List<Nothing>,
Serializable, RandomAccess {
private const val serialVersionUID: Long = -7390468764508069838L

override fun equals(other: Any?): Boolean = other is List<*>
&& other.isNotEmpty
override fun override fun equals(other: Any?): Boolean =
other is List<Nothing>
&& other.isNotEmpty
override fun override fun equals(other: Any?): Boolean =
other is List<Nothing>
&& other.isNotEmpty

override fun hashCode(): Int = 1
override fun toString(): String = "[]"

override val size: Int get() = 0
override fun isEmpty(): Boolean = true
override fun contains(element: Nothing): Boolean = false
override fun containsAll(elements: Collection<Nothing>): Boolean =
elements.isEmpty()

override fun get(index: Int): Nothing = throw
IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")

override fun iterator(): Iterator<Nothing> = EmptyIterator
override fun listIterator(): ListIterator<Nothing> = EmptyIterator

override fun listIterator(index: Int): ListIterator<Nothing> {
    if (index != 0) throw
IndexOutOfBoundsException("Index: $index")
    return EmptyIterator
}

override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
    if (fromIndex == 0 && toIndex == 0) return this
    throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
}

private fun readResolve(): Any = EmptyList
}

internal fun <T> Array<out T>.asCollection(): Collection<T> =
ArrayAsCollection(this, isVarargs = false)

private class ArrayAsCollection<T>(val values: Array<out T>,
val isVarargs: Boolean) : Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty()
    override fun contains(element: T): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<T>): Boolean =
    elements.all { contains(it) }
    override fun iterator(): Iterator<T> = values.iterator()
    // override hidden toArray implementation to prevent copying of values array
    public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements. The returned list is serializable (JVM).
 */
public fun <T> listOf(vararg elements: T): List<T> = elements.asList() else emptyList()

/**
 * Returns an empty read-only list. The returned list is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public inline fun <T> listOf(): List<T> = emptyList()
a list element given its index.

@sample samples.collections.Collections.Lists.readOnlyListFromInitializer

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> =
MutableList(size, init).repeat(size) { index -> list.add(init(index)) }

@sample samples.collections.Collections.Lists.readOnlyListFromInitializer

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

/**
 * Creates a new mutable list with the specified [size], where each element is
 * calculated by calling the specified [init] function.
 * The function [init] is called for each list element sequentially starting from the first one.
 */
@sample samples.collections.Collections.Lists.mutableListFromInitializer

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildListInternal(builderAction)
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E>

/**
 * Returns an [IntRange] of the valid indices for this collection.
 * @sample samples.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample samples.collections.Collections.Lists.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.collectionIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable collection is either null or empty.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Lists.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is
 * empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this
restriction of `containsAll` that requires to pass a collection of type `{Collection<E>`.
* @sample samples.Collections.Collections.collectionContainsAll
* @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases
* @SinceKotlin("1.3")

* @sample
samples.Collections.Collections.Lists.binarySearchOnComparable
* @sample
samples.Collections.Collections.Lists.binarySearchWithBoundaries
* @sample
samples.Collections.Collections.Lists.binarySearchWithComparator
* @sample
samples.collections.Collections.Collections.Lists.binarySearchByKey

@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)/*
* @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
* The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>,
fromIndex: Int = 0, toIndex: Int = size): Int

val cmp = comparator.compare(midVal, element)/*
if (cmp < 0) low = mid + 1
else if (cmp > 0) high = mid - 1
else
    return mid // key found
} return -(low + 1) // key not found

val midVal = get(mid)
val cmp = comparator.compare(midVal, element)/*
if (cmp < 0) low = mid + 1
else if (cmp > 0) high = mid - 1
else
    return mid // key found
} return -(low + 1) // key not found

fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K) { Int =\n// binarySearch(fromIndex, toIndex) {
 comparator.compare(selector(it), key) }\n in *n * Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.\n *n * The list is expected to be sorted so that the signs of the [comparison] function’s return values ascend on the list elements.\n *n * i.e. negative values come before zero and zeroes come before positive values.\n *n * Otherwise, the result is undefined.\n *n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n *n * @param comparison function that returns zero when called on the list element being searched.\n *n * On the elements coming before the target element, the function must return negative values;\n *n * on the elements coming after the target element, the function must return positive values.\n *n * @return the index of the found element, if it is contained in the list within the specified range;\n *n * otherwise, the inverted insertion point ‘(-insertion point - 1)’.\n *n * The insertion point is defined as the index at which the element should be inserted;\n *n * so that the list (or the specified subrange of list) still remains sorted.\n *n * @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n *n *\n
/**
 * Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.
 *
 * The list is expected to be sorted so that the signs of the [comparison] function’s return values ascend on the list elements,\n * i.e. negative values come before zero and zeroes come before positive values.\n * Otherwise, the result is undefined.\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n * \n * @param comparison function that returns zero when called on the list element being searched.\n * \n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n * \n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point ‘(-insertion point - 1)’.\n * \n * The insertion point is defined as the index at which the element should be inserted;\n * so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T, K> List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size(), comparison: (T) -> K): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp = comparison(midVal)\n        if (cmp < 0)\n            low = mid + 1
        else if (cmp > 0)\n            high = mid - 1
        else\n            return mid // key found
    }
    return -(low + 1)  // key not found\n}

/**
 * Checks that ‘from’ and ‘to’ are in\n * the range of [0..size] and throws an appropriate exception, if they aren’t.\n *\n * @param comparison function that returns zero when called on the list element being searched.\n *\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point ‘(-insertion point - 1)’.\n *\n * The insertion point is defined as the index at which the element should be inserted;\n * so that the list (or the specified subrange of list) still remains sorted.\n */
private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> &&
    other.isEmpty() &&
    other.hashCode() == 0
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true

    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing?): Boolean = false

    override fun get(key: Any?): Nothing? = null
    override fun contains(key: Any?): Boolean = true
    override fun get(key: Any?): Nothing? = null
    override fun getOrDefault(key: Any?, defaultValue: Nothing?): Nothing? = null

    override fun put(key: Any?, value: Nothing?): Nothing = value
    override fun remove(key: Any?): Nothing? = null
    override val entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
    override val keys: Set<Any?> get() = EmptySet
    override val values: Collection<Nothing> get() = EmptyList

    override fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of specified type.
 *
 * Entries of the map are iterated in the order they were specified.
 *
 * The returned map is serializable (JVM).\n * @sample samples.collections.Maps.instantiation.mapFromPairs\n */
public fun <K, V> emptyMap(type: K, value: V): Map<K, V> = mapOf(type, value)

/**
 * Constructs a real empty map.
 *
 * The map is serializable (JVM).\n * @sample samples.collections.Maps.instantiation.mapFromPairs\n */
public fun <K, V> emptyMap(vararg pairs: Pair<K, V>): Map<K, V> = emptyMap(mapPairs(pairs))
The returned map is serializable (JVM). The returned map preserves the entry iteration order. The returned map can be used to iterate over the map entries in the order they were added. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified.

```
fun buildMapCapAtCapacity(capacity: Int, builderAction: BuilderAction): Map
```

This function builds a new read-only map by populating a `MutableMap` using the given `builderAction` and returning a read-only map with the same key-value pairs. It is used to ensure that the function produces an unspecified behavior.

```
fun buildMapCapAtCapacity(capacity: Int, builderAction: BuilderAction): Map
```

This function returns a new mutable map with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified.

```
mut Map = LinkedHashMap(pairs.size).apply { putAll(pairs) }
```

This function returns a new mutable map with the specified contents, given as a list of pairs where the first component is the key and the second is the value. Entries of the map are iterated in the order they were specified.

```
fun buildMap(builderAction: BuilderAction): Map
```

This function builds a new read-only map by populating a `MutableMap` using the given `builderAction` and returning a read-only map with the same key-value pairs. It is used to ensure that the function produces an unspecified behavior.

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fun buildMap(builderAction: BuilderAction): Map
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This function builds a new read-only map by populating a `MutableMap` using the given `builderAction` and returning a read-only map with the same key-value pairs. It is used to ensure that the function produces an unspecified behavior.

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```
fun buildMap(builderAction: BuilderAction): Map
```

This function builds a new read-only map by populating a `MutableMap` using the given `builderAction` and returning a read-only map with the same key-value pairs. It is used to ensure that the function produces an unspecified behavior.

```
fun buildMap(builderAction: BuilderAction): Map
```
Unit): Map<K, V>\n\n\n/**
 * @sample samples.collections.Maps
 */
@PublishedApi
internal expect fun

/**
 * Calculates the initial capacity of a map.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if this map is not empty.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if this map is not empty.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if the given key is present in this map.
 */
@PublishedApi
internal expect fun

/**
 * Gets the value associated with the given key.
 */
@PublishedApi
internal expect fun

/**
 * Removes the specified key and its corresponding value from this map.
 */
@PublishedApi
internal expect fun

/**
 * Converts the entry to a `Pair`.
 */
@PublishedApi
internal expect fun

/**
 * Returns the value for the given key, or the result of the `defaultValue` function if there was no entry for the given key.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if the map contains the specified value.
 */
@PublishedApi
internal expect fun

/**
 * Removes the specified key and its corresponding value from this map.
 */
@PublishedApi
internal expect fun

/**
 * Removes the specified key and its corresponding value from this map.
 */
@PublishedApi
internal expect fun

/**
 * Converts the entry to a `Pair`.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if the map contains the specified value.
 */
@PublishedApi
internal expect fun

/**
 * Removes the specified key and its corresponding value from this map.
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internal expect fun

/**
 * Removes the specified key and its corresponding value from this map.
 */
@PublishedApi
internal expect fun

/**
 * Returns `true` if the map contains the specified value.
 */
@PublishedApi
internal expect fun
= get(key) ?: defaultValue() | return defaultValue() |

internal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value as V
    }
}

/**
 * Returns the value for the given [key] or throws an exception if there is no such key in the map.
 * If the map was created by [withDefault], resorts to its `defaultValue` provider function instead of throwing an exception.
 * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default value was provided for that map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns the value for the given key. If the key is not found in the map, calls the [defaultValue] function.
 * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default value was provided for that map.
 */
    val value = get(key)
    if (value == null) {
        val answer = defaultValue()
        put(key, answer)
        return answer
    } else {
        return value
    }
}

/**
 * Returns an [Iterator] over the entries in the [Map].
 */
@kotlin.internal.InlineOnly

/**
 * Returns a [MutableIterator] over the mutable entries in the [MutableMap].
 */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly

/**
 * Populates the given [destination] map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 * @sample samples.collections.Maps.Usage.getValues
 */
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 * @sample samples.collections.Maps.Usage.getValues
 */
    return entries.associateByTo(destination, transform, { it.value })
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 * @sample samples.collections.Maps.Usage.putAll
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 * @sample samples.collections.Maps.Usage.putAll
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 * @sample samples.collections.Maps.Usage.putAll
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 * @sample samples.collections.Maps.Transformations.mapValues
 */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform)
}

/**
 * Returns a new [MutableMap] with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 * @sample samples.collections.Maps.Transformations.mapKeys
 */
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform)
}

/**
 * Returns a new map containing all key-value pairs with keys matching the given [predicate] and the values obtained by applying the [transform] function to each entry in this [Map].
 * @sample samples.collections.Maps.Filtering.filterKeys
 */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean, transform: (V) -> V): Map<K, V> { return mapValues(transform) }
*/
public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.key)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Returns a map containing all key-value pairs with values
 * matching the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.value)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Filters all keys matching the given [predicate] and adds them to the given map.
 * The returned map preserves the entry iteration order of the original map.
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Filters all keys matching the given [predicate] and adds them to a new map.
 */
    return filterTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Filters all keys matching the given [predicate] and removes them from the original map.
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a new map containing all key-value pairs from the given collection.
 */
public fun <K, V> Collection<Pair<K, V>>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> mapOf(this[0])
    else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given collection.
 */
    destination.apply { putAll(this@toMap) }

/**
 * Returns a new read-only map containing all key-value pairs from the given collection.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMap()
    else -> toMutableMap()
}

/**
 * Returns a
new mutable map containing all key-value pairs from the original map. * The returned map preserves the entry iteration order of the original map. * The returned map preserves the entry iteration order of the original map.

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* The returned map preserves the entry iteration order of the original map.
```kotlin
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 * The returned map preserves the entry iteration order of the original map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly

/**
 * Removes the entry with the given [key] from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) { remove(key) }

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<K>) { keys.forEach { remove(it) } }

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) { keys.forEach { remove(it) } }

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Collection<K>) { keys.forEach { remove(it) } }

/**
 * Removes all entries the keys of which are contained in the given [keys] sequence from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) { keys.forEach { remove(it) } }

/**
 * Removes the entry with the given [key] from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.removeAssign(key: K) { remove(key) }

/**
 * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.
 * @return a new read-only map
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.removeAssign(keys: Array<K>) { keys.forEach { remove(it) } }

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@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.removeAssign(keys: Sequence<K>) { keys.forEach { remove(it) } }
```

---

Open Source Used In DNAC Platform Guardian 5728
= LinkedHashSet();\n/**\n * Returns a new [LinkedHashSet] with the given elements.
 * Elements of the set are iterated in the order they were specified.
 */
public fun <T: Any> setOf(vararg elements: T): Set<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size))).

/**
 * Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null.
 * The returned set is serializable (JVM).
 */
public fun <T: Any> setOfNullable(element: T?): Set<T> =
    if (element != null) setOf(element) else emptySet()

/**
 * Returns a new read-only set only with those given elements, that are not null.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? =
    toByteOrNull(radix = 10)
string is not a valid representation of a number.*n  *
* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.*n  *
* @SinceKotlin("1.1")*n  

public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/**
 * Parses the string as an [Int] number and returns the result * or `null` if the string is not a valid representation of a number.*n  *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.*n  *
 * @SinceKotlin("1.1")*n  

public fun String.toLongOrNull(radix: Int): Long? {
    val long = this.toLongOrNull(radix = 10)
    return long
}

/**
 * Parses the string as an [Int] number and returns the result * or `null` if the string is not a valid representation of a number.*n  *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.*n  *
 * @SinceKotlin("1.1")*n  

public fun String.toUIntOrNull(radix: Int): UInt? {
    val uint = this.toUIntOrNull(radix = 10)
    return uint
}

/**
 * Parses the string as a [Long] number and returns the result * or `null` if the string is not a valid representation of a number.*n  *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.*n  *
 * @SinceKotlin("1.1")*n  

package kotlin

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi
@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()
@PublishedApi
internal fun numericCompare(v1: Number, v2: Number): Int = v1.compareTo(v2)

// Division and remainder are based on Guava's UnsignedLongs implementation// Copyright 2011 The Guava Authors\n@PublishedApi\n
fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend =
v1.toLong() // val divisor = v2.toLong() if (divisor < 0) { // i.e., divisor >= 2^63
    return if (v1 < v2) // return ULong(divisor) } else 0

val quotient = ((dividend ushr 1) / divisor) shl 1 // return ULong(dividend - quotient * divisor)
return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) (v1 // dividend < divisor) else (v1 - v2 // dividend >= divisor) shl 1
    }

    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) return ULong(dividend % divisor)

    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE.toDouble() -> v.toInt().toUInt()
    else -> (v - 9223372036854775808.0).toLong().toUInt() + Int.MAX_VALUE.toUInt()      // Int.MAX_VALUE < v < UInt.MAX_VALUE
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE -> v.toLong().toULong()
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808L
}

internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)
    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base
    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [iterator] provided by that function.
 */
@PublishedApi
internal fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns true when it's safe to convert this collection to a set without changing contains method behavior.
 */
private fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.
 */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> when ("source is Collection &
            source.size < 2 -> this
            else -> if (this.safeToConvertToSet()) toHashSet() else this"
            ) { println("\n    \nelse -> toHashSet()"
            )
        is Collection ->
            when {
                source is Collection && source.size < 2 -> this
                else -> if (this.safeToConvertToSet()) toHashSet() else this
            }
        else -> convertToSetForSetOperationWith(source)
    }

@PublishedApi
internal fun Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList
Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */

```kotlin
internal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when (this) {
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        else -> toHashSet()
    }
```

```kotlin
/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}
```

```kotlin
/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this collection,
 * *second* list is built from the second values of each pair from this collection.
 * @sample
 */
public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val expectedSize = collectionSizeOrDefault(10)
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}
```

```kotlin
package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator] * * provided by that function.
 * The values are evaluated lazily, and the sequence is potentially infinite.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * @sample
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 * @sample
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @sample
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orElseEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence of all elements from all iterables in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }
```

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator] * * provided by that function.
 * The values are evaluated lazily, and the sequence is potentially infinite.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * @sample
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 * @sample
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()

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public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @sample
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orElseEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence of all elements from all iterables in this sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }
```
second values of each pair from this sequence. The operation is _terminal_ *un* @sample

samples.collections.Sequences.Transformations.unzip() */

public fun <T, R> Sequence<Pair<T, R>>.unzip():
    Pair<List<T>, List<R>> {
        val listT = ArrayList<T>()
        val listR = ArrayList<R>()
        for (pair in this) {
            listT.add(pair.first)
            listR.add(pair.second)
        }
        return listT to listR
    }

/**
 * Returns a sequence that yields elements of this sequence randomly shuffled. Note that every iteration
of the sequence returns elements in a different order. *un* * The operation is _intermediate and _stateful_

@UnSinceKotlin("1.4")
public fun <T> Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)

/**
 * Returns a sequence that yields values from the underlying sequence randomly shuffled * using the specified [random]
instance as the source of randomness. *un* * Note that every iteration of the sequence returns elements in a
different order. *un* * The operation is _intermediate and _stateful_

@UnSinceKotlin("1.4")
public fun <T> Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {
    val buffer = toMutableList()
    while (buffer.isNotEmpty()) {
        val j = random.nextInt(buffer.size)
        val last = buffer.removeLast()
        val value = if (j < buffer.size) buffer.set(j, last)
        yield(value)
    }
}

/**
 * A sequence that yields elements of this sequence randomly shuffled. *un* *

@OptIn(ExperimentalStdlibApi::class)
class buffer.removeLast() val value = if (j < buffer.size) buffer.set(j, last)
else last

yield(value)

*un* */

/**
 * A sequence which returns the results of applying the given [transformer] function to the values
in the underlying [sequence].
 */

class TransformingSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values
in the underlying [sequence].
 */

class TransformingIndexedSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (Int, T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): R {
            return transformer(checkIndexOverflow(index++), iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which combines values from the underlying [sequence] with their indices and returns them as
* IndexedValue objects. *un*

*un* */

class IndexingSequence<T>(
    private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): IndexedValue<T> {
            return IndexedValue(checkIndexOverflow(index++), iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which takes the values from two parallel underlying sequences, passes them to the given
* [transform] function and returns the values returned by that function. The sequence stops returning
* values as soon as one of the underlying sequences stops returning
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this
    else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`. The returned sequence is constrained to be iterated only once.
 */
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence({ seed }, nextFunction)

/**
 * Returns a sequence defined by the function 
 * which is invoked to produce the starting value, 
 * and the 
 * which is invoked to calculate the next value based on the previous one on each iteration. 
 * The sequence produces values until it encounters first `null` value.
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequenceWithSeed(seed: T?, nextFunction: () -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the result of calling 
 * if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> check(value: Boolean): Unit {
    check(value) { "Check failed." }
}
inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }

    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message] if the [value] is null. Otherwise returns the not null value.
 */
public inline fun checkNotNull(value: T?, message: Any): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 */
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }

    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
public inline fun error(message: Any): Nothing = throw

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package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
contents of this array as if it is a [List].
* Nested arrays are treated as lists too.
* If any of arrays contains itself on any nesting level that reference
  is rendered as `\"[...]\"` to prevent recursion.
* @sample samples.collections.Arrays.ContentOperations.contentDeepToString

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<out T>.contentDeepToString(): String {
    return this.contentDeepToString()
}

@SinceKotlin("1.4")
@library("arrayDeepToString")
public actual fun <T> Array<out T>?.contentDeepToString(): String {
    definedExternally
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.1")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {
    return this.contentEquals(other)
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    return this.contentEquals(other)
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    return this.contentEquals(other)
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    return this.contentEquals(other)
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    return this.contentEquals(other)
}

@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.4")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    return this.contentEquals(other)
}
```

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@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals][Any.equals] function.
 * For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun <T> Collection<T>?.contentEquals(other: Collection<T>?): Boolean {
    definedExternally
}
*\@SinceKotlin("1.4\")@library("arrayEquals\")\npublic actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.4\")@library("arrayEquals\")\npublic actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {\n    definedExternally\n}\n
*\@SinceKotlin("1.4\")@library("arrayEquals\")\npublic actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {\n    definedExternally\n}
LongArray?.contentHashCode(): Int {\n    definedExternally
}\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun FloatArray?.contentHashCode(): Int {\n    definedExternally
}\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun DoubleArray?.contentHashCode(): Int {\n    definedExternally
}\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun BooleanArray?.contentHashCode(): Int {\n    definedExternally
}\n
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayHashCode")
public actual fun CharArray?.contentHashCode(): Int {\n    definedExternally
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}\n
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.4")
@library("arrayToString")
public actual fun <T> Array<out T>?.contentToString(): String {\n    return this.contentToString()
}
String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun ByteArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun ShortArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun IntArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun LongArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun FloatArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun DoubleArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun BooleanArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.3")@kotlin.internal.InlineOnly@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

*An@SinceKotlin("1.3")@kotlin.internal.InlineOnly@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun ByteArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun ShortArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun IntArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun LongArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun FloatArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun DoubleArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.4")@library("arrayToString")public actual fun BooleanArray?.contentToString(): String {
    definedExternally
}* Returns a string representation of the contents of the specified array as if it is [List].
@sample samples.collections.Arrays.ContentOperations.contentToString

*An@SinceKotlin("1.3")@kotlin.internal.InlineOnly@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

*An@SinceKotlin("1.3")@kotlin.internal.InlineOnly@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")@public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the exclusive (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the exclusive (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the exclusive (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range.
* @return the [destination] array.
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}
array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range. * @return the [destination] array.

*\@SinceKotlin("1.3")*\@kotlin.internal.InlineOnly*\@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT.Arguments\")*\public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overwrites with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

*\@SinceKotlin("1.3")*\@kotlin.internal.InlineOnly*\@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT.Arguments\")*\public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overwrites with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

*\@SinceKotlin("1.3")*\@kotlin.internal.InlineOnly*\@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT.Arguments\")*\public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overwrites with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

*\@SinceKotlin("1.3")*\@kotlin.internal.InlineOnly*\@Suppress("\"ACTUAL_FUNCTION_WITH_DEFAULT.Arguments\")*\public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n
    return destination
}
samples.collections.Arrays.CopyOfOperations.copyWith

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice() as Array<T>
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyWith(): ByteArray {
    return this.asDynamic().slice() as ByteArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyWith(): ShortArray {
    return this.asDynamic().slice() as ShortArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyWith(): IntArray {
    return this.asDynamic().slice() as IntArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual fun LongArray.copyWith(): LongArray {
    return this.asDynamic().slice() as LongArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyWith(): FloatArray {
    return this.asDynamic().slice() as FloatArray
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyWith
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun DoubleArray.copyWith(): DoubleArray {
    return this.asDynamic().slice() as DoubleArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ByteArray.copyWith(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize)) as ByteArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ShortArray.copyWith(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ShortArray(newSize)) as ShortArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun IntArray.copyWith(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize)) as IntArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyWith(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, LongArray(newSize)) as LongArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun FloatArray.copyWith(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize)) as FloatArray
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun DoubleArray.copyWith(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize)) as DoubleArray
}
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("FloatArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("DoubleArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [value] element.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [value] element.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
 * size of this array.
 */
public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
    Fills this array or its subrange with the specified [value] element.
    @param fromIndex the start of the range (inclusive) to fill, 0 by default.
    @param toIndex the end of the range (exclusive) to fill, size of this array by default.
    @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
    size of this array.

public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */

public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].
 */

public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */

public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */

public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return
fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing all elements of the original array and then all elements of the given [elements] array.

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements) * Returns an array containing
all elements of the original array and then the given [element].

```kotlin
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T>
Array<out T> plusElement(element: T): Array<T> {
    return
this.asDynamic().concat(arrayOf(element)).unsafeCast<T>()
}

/**
 * Sorts the array in-place.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T>
IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T>
LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)
    }
}

/**
 * Sorts the array in-place.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T>
ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T>
CharArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual inline fun <T : Comparable<T>>
Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts a range in the array in-place.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public actual inline fun <T : Comparable<T>>
Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.sortRangeOfArray(this)
}
```

---

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actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<IntArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArrayWith(this.unsafeCast<Array<Long>>(),
        fromIndex, toIndex, naturalOrder())
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()
    subarray.sort()
}

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()
    subarray.sort()
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()
 otras funciones que comentó: ** /n
@kotlin.internal.InlineOnly
public inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {
    asDynamic().sort(comparison)n
} /* Sorts the array in-place according to the order specified by the given [comparison] function.
 */

@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package
kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
The functions are called sequentially, receive the given values \([a]\) and \([b]\) and return \([\text{Comparable}]\) objects. As soon as the \([\text{Comparable}]\) instances returned by a function for \([a]\) and \([b]\) values do not compare as equal, the result of that comparison is returned.

```kotlin
@sample
samples.comparisons.Comparisons.compareValuesByWithSelectors<Comparable<*>*> fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}
```

The function is applied to the given values \([a]\) and \([b]\) and return \([\text{Comparable}]\) objects.

```kotlin
@sample
samples.comparisons.Comparisons.compareValuesByWithSingleSelector

fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {
    return compareValues(selector(a), selector(b))
}
```

```kotlin
@sample
samples.comparisons.Comparisons.compareValuesByWithComparator

fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}
```

```kotlin
fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)
```

```kotlin
fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1

    @Suppress("UNCHECKED_CAST")
    return (a as Comparable<Any>).compareTo(b)
}
```

```kotlin
fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
    compareValuesByImpl(a, b, selectors)
}
```

```kotlin
fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
    compareValuesBy(a, b, selector)
}
```

```kotlin
fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
    compareValuesBy(a, b, comparator, selector)
}
```

```kotlin
fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
    compareValuesBy(b, a, selector)
}
```

```kotlin
fun <T> compareByDescendingWithSingleSelector
```

```kotlin
fun <T> compareByDescendingWithSingleSelector
```
```kotlin
public inline fun <T, K> compareByDescending(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator,
selector) }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It
 * uses\n * the function to transform value to a [Comparable] instance for comparison.\n * @sample
samples.comparisons.Comparisons.thenBy
*/
public inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>,
crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> val previousCompare = this@thenBy.compare(a, b)
        if (previousCompare != 0) previousCompare else
            compareValuesBy(b, a, comparator, selector)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n * @sample
samples.comparisons.Comparisons.thenDescending
*/
public inline fun <T, K> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b -> val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }

/**
 * Extends the given [comparator] of non-nullable values to a comparator
 * of nullable values\n * considering `null` value less than any other value.\n * @sample
samples.comparisons.Comparisons.nullsFirstLast
*/
public fun <T : Any> nullsFirstLastWithComparator<
    @sample
Open Source Used In DNAC Platform Guardian 5756

/*\n@kotlin.internal.InlineOnly\n*/
```
nullsLast(comparator: Comparator<? super T>): Comparator<T> = @sample
nullsLastWithComparator*n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator
*n * @sample
samples.comparisons.Comparisons.nullsFirstLastComparator

*\n@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T> =
nullsLast(naturalOrder())

*\n@kotlin.internal.InlineOnly
public inline class NotImplemented(message: String = "An operation is not implemented.") :
Error(message)

*\n@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplemented()

*\n@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplemented("An operation is not implemented: $reason")

*\n@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
\ncontract { \n\ncallsInPlace(block, InvocationKind.EXACTLY_ONCE) *\n\nreturn block() } \n\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run)
\n*\n@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
\ncontract { \n\ncallsInPlace(block, InvocationKind.EXACTLY_ONCE) *\n\nreturn block() } \n\n*\n* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run)

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return receiver.block()}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block()
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block(this)
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeIf).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    } return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    } return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 * A zero-based index of current iteration is passed as a parameter to [action].
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#repeat).
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }
    for (index in 0 until times) {
        action(index)
    }
}
```

```kotlin
package kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the
// GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}
```
inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

/**
 * Returns the greater of three values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toUint(), b.toUint(), c.toUint()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of the given values.
 * 
 * If there are multiple equal maximal values, returns the first of them.
 */
@SinceKotlin("1.4")
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Short, vararg other: Short): Short {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Int, vararg other: Int): Int {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Long, vararg other: Long): Long {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Float, vararg other: Float): Float {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
@SinceKotlin("1.4")
public actual fun maxOf(a: Double, vararg other: Double): Double {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 * 
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toUint(), b.toUint()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toUint(), b.toUint()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a.toUint(), b.toUint()).unsafeCast<Int>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Long, b: Long): Long {
    return Math.min(a.toUint(), b.toUint()).unsafeCast<Long>()
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}
values.

* `NaN` returns `NaN`.

* If either value is `NaN`, returns `NaN`.

* If there are multiple equal minimal values, returns the first of them.

* If any value is `NaN`, returns `NaN`.

* A constant holding the minimum value an instance of ULong can have.

* A constant holding the maximum value an instance of ULong.

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ULong can have. */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    // Additional ULong operations...

    // Other ULong methods...

    // End of ULong class
/**
 * Converts this [ULong] value to [Double].
 *
 * The resulting value is the closest `Double` to this `ULong` value.
 * @kotlin.internal.InlineOnly
 */
    public inline fun toFloat(): Float = this.toDouble().toFloat()

    /**
     * Converts this `ULong` value to `Float`.
     *
     * The resulting value is the closest `Float` to this `ULong` value.
     * @kotlin.internal.InlineOnly
    */
    public inline fun toULong(): ULong = this

    /**
     * Converts this `ULong` value to `UInt`. If this value is less than or equal to `UInt.MAX_VALUE`, the resulting `UInt` value represents the same numerical value as this `ULong`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    /** Returns this value. */

    /**
     * Converts this `ULong` value to `UShort`. If this value is less than or equal to `UShort.MAX_VALUE`, the resulting `UShort` value represents the same numerical value as this `ULong`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /**
     * Converts this `ULong` value to `UByte`. If this value is less than or equal to `UByte.MAX_VALUE`, the resulting `UByte` value represents the same numerical value as this `ULong`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /**
     * Converts this `ULong` value to `Byte`. If this value is less than or equal to `Byte.MAX_VALUE`, the resulting `Byte` value represents the same numerical value as this `ULong`.
     */
    public inline fun inv(): ULong = ULong(data.inv())

    /**
     * Converts this `ULong` value to `Byte`. If this value is less than or equal to `Byte.MAX_VALUE`, the resulting `Byte` value represents the same numerical value as this `ULong`.
     */
    public inline fun xor(other: ULong): ULong = ULong(data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(data xor other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(data or other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(data and other.data)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix funshr(bitCount: Int): ULong = ULong(data ushr bitCount)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline infix fun not(): ULong = ULong(data.inv())
    /** Converts this [ULong] value to [Long]. If this value is less than or equal to [Long.MAX_VALUE], the resulting `Long` value represents the same numerical value as this `ULong`. Otherwise the result is negative. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULongRange = ULongRange(this, other)
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
    /** Converts this [ULong] value to [Int]. If this value is less than or equal to [Int.MAX_VALUE], the resulting `Int` value represents the same numerical value as this `ULong`. * In case when this `ULong` value is exactly between two `Int`’s, the one with at least significant bit of mantissa is selected. */
    @kotlin.internal.InlineOnly
    public inline operator fun shiftdownRangeTo(other: ULong): ULongRange = ULongRange(this, other)
    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
`ULong` value.

* In case when this `ULong` value is exactly between two `Double`'s,
  * the one with zero at least significant bit of mantissa is selected.
  * 
  * @kotlin.internal.InlineOnly
  * public inline fun toDouble():
  * Double = ulongToDouble(data)
  * public override fun toString(): String = ulongToString(data)

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`. 
  * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value, 
  * whereas the most significant 56 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Byte.toULong(): ULong = ULong(this.toLong())

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short`. 
  * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value, 
  * whereas the most significant 48 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Short.toULong(): ULong = ULong(this.toLong())

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`. 
  * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value, 
  * whereas the most significant 32 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Int.toULong(): ULong = ULong(this.toLong())

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`. 
  * The least significant 64 bits of the resulting `ULong` value are the same as the bits of this `Long` value, 
  * whereas the most significant 64 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Long.toULong(): ULong = ULong(this)

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Float`. 
  * The fractional part, if any, is rounded down towards zero. 
  * Returns zero if this `Float` value is negative or `NaN`, 
  * `[ULong.MAX_VALUE]` if it's bigger than `ULong.MAX_VALUE`.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Double`. 
  * The fractional part, if any, is rounded down towards zero. 
  * Returns zero if this `Double` value is negative or `NaN`, 
  * `[ULong.MAX_VALUE]` if it's bigger than `ULong.MAX_VALUE`.

* @SinceKotlin("1.3")
  * @ExperimentalUnsignedTypes
  * @kotlin.internal.InlineOnly
  * public inline fun Double.toULong(): ULong = doubleToULong(this)

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* @file: kotlin.jvm.JvmMultifileClass
  * @file: kotlin.jvm.JvmName(\'\'CollectionsKt\'\')
  * @package kotlin.collections
  * @note: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
  * @see: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
  * @import kotlin.random.
  * @import kotlin.ranges.
  * @import kotlin.ranges.contains.
  * @import kotlin.ranges.reversed.
  * @returns 1st *element* from the list.
  * 
  * @throws an `IndexOutOfBoundsException` if the size of this list is less than 1.

* @return get(0)
  * @returns 2nd *element* from the list.
  * @throws an `IndexOutOfBoundsException` if the size of this list is less than 2.

* @return get(1)
  * @returns 3rd *element* from the list.
  * @throws an `IndexOutOfBoundsException` if the size of this list is less than 3.

* @return get(2)
  * @returns 4th *element* from the list.
  * @throws an `IndexOutOfBoundsException` if the size of this list is less than 4.

* @return get(3)
  * @returns 5th *element* from the list.
  * @throws an `IndexOutOfBoundsException` if the size of this list is less than 5.

* @return get(4)
  * @returns true if [element] is found in the collection.

Returns last index of \[element\], or ‘-1’ if the collection does not contain element.

```kotlin
public fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    return null
}
```

@Throws `NoSuchElementException` if no such element is found.

```kotlin
public inline fun <T> List<T>.last(): T {
    return if (isEmpty()) null else this[0]
}
```

```kotlin
@Suppress("UNCHECKED_CAST")
return last as T
```

```kotlin
public fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        last = iterator.next()
        if (predicate(iterator.next())) return iterator.nextIndex()
    }
    return -1
}
```

```kotlin
return -1
```

```kotlin
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.indexOf(element: T): Int {
    return if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
```

```kotlin
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}
```

```kotlin
fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

```kotlin
public fun <T> List<T>.indexOf(element: T): Int {
    return this.indexOf(element)
}
```

```kotlin
@sample samples.collections.Collections.Elements.getOrInsert
```
Iterable<T>.lastIndexOf(element: T): Int

- Returns last index of [element], or `-1` if the list does not contain element.
- If `null` if the collection is empty.
- If no such element was found.

public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int

- Returns the last element matching the given [predicate], or `-1` if the list does not contain element.
- If no such element was found.

Iterable<T>.lastOrNull(): T

- Returns the last element, or `null` if the list is empty.
- Returns a random element from this collection.

Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T

- Returns the last element matching the given [predicate], or throws an exception if there is no matching element.
- Returns a random element from this collection.

Iterable<T>.random(): T

- Returns a random element from this collection.

Iterable<T>.randomOrNull(): T?

- Returns a random element from this collection, or `null` if the list is empty.
- Returns a random element from this collection, or throws an exception if the list is empty or has more than one element.

Iterable<T>.single(): T

- Returns the single element, or throws an exception if the list is empty or has more than one element.
- Returns a random element from this collection.

Iterable<T>.singleOrNull(): T?

- Returns the single element, or `null` if the list is empty or has more than one element.
- Returns a random element from this collection.

Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T?

- Returns the single element matching the given [predicate], or throws an exception if there is no matching element.
- Returns a random element from this collection.

Iterable<T>.singleOrNull(random: Random): T?

- Returns the single element matching the given [predicate], or throws an exception if there is no matching element.
- Returns a random element from this collection.
iterator.next()\nif (iterator.hasNext())\n    return null\nreturn single\n\n* Returns single element, or ’null’ if the list is empty or has more than one element.\n
List<T>.singleOrNull(): T?\n    {\n        return if (size == 1) this[0] else null\n    }
\n* Returns the single element matching the given \[predicate\], or ’null’ if element was not found or more than one element was found.\n
Iterable<T>.singleOrNull(predicate: T -> Boolean): T?\n    {\n        var single: T? = null\n        var found = false\n        for (element in this) \n            if (predicate(element)) \n                if (found) return null\n                return single\n        \n        if (found) return null\n        return single\n    }
\n* Returns a list containing all elements except first \[n\] elements.\n
List<T>.singleOrNull(): T? \n    {\n        return if (size == 1) this[0] else null\n    }
\n* Returns single element, or `null` if the list is empty or has more than one element.

Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? \n    {\n        var single: T? = null\n        var found = false\n        for (element in this) \n            if (predicate(element)) \n                if (found) return null\n                return single\n        \n        if (found) return null\n        return single\n    }
\n* Returns a list containing all elements except first \[n\] elements.\n
Iterable<T>.singleOrNull(): T? \n    {\n        return if (size == 1) this[0] else null\n    }
\n* Returns a list containing all elements except first \[n\] elements.
R) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the list in-place.
 */
public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 * @sample samples.collections.Collections.Transformations.reverse
 */
public fun <T> List<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.
 * @sample samples.collections.Collections.Transformations.shuffle
 */
public fun <T> MutableList<T>.shuffled(random: Random): List<T> {
    require(random != null) { "Randomness is required." }
    //...
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex
downTo 1) {
        val j = random.nextInt(i + 1)
        this[j] = this.set(i, this[j])
    }
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 * The sort is _stable_.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    var result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    var result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    var capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [keySelector] function and value by [valueTransform] applied to elements of the given collection.
 */
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    var capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to each element of the given collection.
 */
public inline fun <T, K, V, M : MutableMap<K, V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}
Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)  
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection, where key is the element itself and value is provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>>
    Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
public inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.jvm.JvmName("flatMapToCollection")
public inline fun <T, R> Iterable<T>.flatMapToCollection(transform: (T) -> Sequence<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList().optimizeReadOnlyList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList()  
}

/**
 * Returns a new [HashSet] of all elements.
 */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))  
}

/**
 * Returns a [List] of all elements.
 */
public fun <T> Collection<T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(element)
        else -> this.toMutableList().optimizeReadOnlyList()
    }
}

/**
 * Returns a new [MutableList] filled with all elements of this collection.
 */
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)  
}

/**
 * Returns a [MutableList] containing all elements.
 */
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return this.toMutableList()  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a [MutableList] containing all elements.
 */
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return this.toMutableList()  
}

/**
 * Returns a [Set] of all elements.
 */
public fun <T> Iterable<T>.toSet(): Set<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptySet()
            1 -> setOf(element)
            else -> toCollection(LinkedHashSet<T>(mapCapacity(size))).optimizeReadOnlySet()
        }
    }
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Collection<T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(element)
        else -> this.toMutableList().optimizeReadOnlyList()
    }
}

/**
 * Returns a new [MutableSet] of all elements.
 */
public fun <T> Collection<T>.toMutableSet(): MutableSet<T> {
    return this.toMutableList().toMutableList()  
}

/**
 * Returns a [Set] containing all elements.
 */
public fun <T> Collection<T>.toSet(): Set<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptySet()
            1 -> setOf(element)
            else -> this.toMutableList().toSet().toSet()  
        }
    }
    return this.toMutableList().toSet()  
}

/**
 * Returns a [Sequence] containing all elements.
 */
public fun <T> Collection<T>.toSequence(): Sequence<T> {
    return this.toSet().toSequence()  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Iterable<T>.flatMapToCollection(transform: (T) -> List<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Iterable<T>.flatMapToCollection(transform: (T) -> Sequence<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Collection<T>.flatMap(transform: (T) -> List<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.
 */
public fun <T, R> Collection<T>.flatMapToCollection(transform: (T) -> Sequence<R>): List<R> {
    return flatMapToCollection(ArrayList<R>())  
}
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element
 * and its index in the original collection, to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedSequenceTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the original collection.
 * 
 * @return The [destination] map.
 * 
 * @see samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the original collection.
 * 
 * @return The [destination] map.
 * 
 * @see samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
destination.getOrPut(key) { ArrayList<V>() }
    list.add(valueTransform(element))
} return

destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold
 * operations
 * @sample samples.collections.Grouping.groupingByEachCount
 */
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    Grouping<T, K> { return override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator() }
    return override fun keyOf(element: T): K = keySelector(element)
    return
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in
 * the original collection.
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in
 * the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in
 * the original collection.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <T, R> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexedTo
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * Among equal elements of the given collection, only the first one will be present in the resulting list.
 * The elements in the resulting list are in the same order as they were in the source collection.
 * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy
 */
public inline fun <T> Iterable<T>.distinct():
List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only elements from the given collection having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source collection.
 */
public inline fun <T, K> List<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a set containing all elements that are contained by both collections.
 * The returned set preserves the element iteration order of the original collection.
 * To get a set containing all elements that are contained in at least one of these collections use [union].
 */
public infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 * The returned set preserves the element iteration order of the original collection.
 */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given collection.
 * The returned set preserves the element iteration order of the original collection.
 * Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection.
 */
public fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {
    return when (this) {
        is Collection<T> -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection.
 */
public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right in this collection.
 * Each element is included if [element] is not null.
 * Returns the specified [initial] value if the collection is empty.
 */
public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right in this collection.
 * Each element is included if [element] is not null.
 * Returns the specified [initial] value if the collection is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> Collection<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right in this collection.
 * Each element is included if [element] is not null.
 * Returns the specified [initial] value if the collection is empty.
 */
public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var accumulator = initial
    for (index in this.indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
index = 0
var accumulator = initial
for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
return accumulator
// Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

*Operation* function that takes an element and current accumulator value, and calculates the next accumulator value.

*accumulator* function:

```kotlin
index = 0
var accumulator = initial
for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
return accumulator
```

/** Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * Returns the specified [initial] value if the list is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @returns *

*accumulator* function:

```kotlin
index = 0
for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
return accumulator
```

`List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R`
(iterator.hasNext()) { val v = selector(iterator.next())
  if (comparator.compare(maxValue, v) < 0) {
    maxValue = v
  }
}

@SinceKotlin("1.4")
public fun Iterable<Double>.maxOrNull(): Double? {
  val iterator = iterator()
  if (!iterator.hasNext()) return null
  var max = iterator.next()
  while (iterator.hasNext()) {
    val e = iterator.next()
    if (comparator.compare(max, e) < 0) {
      max = e
    }
  }
  return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 * 
 * @sample samples.collections.Collections.Aggregates.maxOrNull
 */
@SinceKotlin("1.4")
public fun Iterable<Object>.maxOrNull(): Object? {
  val iterator = iterator()
  if (!iterator.hasNext()) return null
  var max = iterator.next()
  while (iterator.hasNext()) {
    val e = iterator.next()
    if (max < e) max = e
  }
  return max
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {
  val iterator = iterator()
  if (!iterator.hasNext()) return null
  var minElem = iterator.next()
  if (!iterator.hasNext()) return minElem
  var minValue = selector(minElem)
  do {
    val e = iterator.next()
    val v = selector(e)
    if (minValue > v) {
      minElem = e
      minValue = v
    }
  } while (iterator.hasNext())
  return minElem
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun Iterable<Double>.min(): Double? {
  val iterator = iterator()
  if (!iterator.hasNext()) throw NoSuchElementException()
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by 
 * [selector] function.
 * 
 * @sample samples.collections.Collections.Aggregates.min
 */
@SinceKotlin("1.4")
public fun Iterable<*>.min(): * {
  val iterator = iterator()
  if (!iterator.hasNext()) return null
  var min = iterator.next()
  while (iterator.hasNext()) {
    val v = iterator.next()
    if (min < v) min = v
  }
  return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T? {
  val iterator = iterator()
  if (!iterator.hasNext()) return null
  var min = iterator.next()
  while (iterator.hasNext()) {
    val e = iterator.next()
    if (comparator.compare(min, e) < 0) min = e
  }
  return min
}

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
  val iterator = iterator()
  if (!iterator.hasNext()) throw NoSuchElementException()
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return min
}

@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> Iterable<T>.minByOrNull(selector: (T) -> T): T? {
  val iterator = iterator()
  if (!iterator.hasNext()) throw NoSuchElementException()
  var minElement = selector(iterator.next())
  do {
    val v = selector(iterator.next())
    if (minElement > v) {
      minElement = v
    }
  } while (iterator.hasNext())
  return minElement
}
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.minOf(selector: (T) -> R): R {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    minValue = minOf(minValue, v)
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Iterable<T>.minOfOrNull(selector: (T) -> R): R? {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
  var minValue = selector(iterator.next())
  while (iterator.hasNext()) {
    val v = selector(iterator.next())
    if (comparator.compare(minValue, v) > 0) {
      minValue = v
    }
  }
  return minValue
}
@SinceKotlin("1.4")
public fun Iterable<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        min = minOf(min, e)!
    }
    return min
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 * If any of elements is 'NaN' returns 'NaN'.
 */
@SinceKotlin("1.4")
public fun Iterable<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        min = minOf(min, e)!
    }
    return min
}

/**
 * Returns the smallest element or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterables<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()!
    while (iterator.hasNext()) {
        val e = iterator.next()!
        if (min > e) min = e!
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minWithOrNull(comparator: Comparator<T>): T? {
    return minWithOrNull(comparator)
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * @param 
 * [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 * @return the updated accumulator value.
 */
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var index = 1
    var accumulator: S = iterator.next()!
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next()!)!
    }
    return accumulator
}
Accumulates value starting with the first element and applying [operation] from left to right. If the list is empty, returns null. 

```kotlin
val iterator = this.iterator() // Initialize iterator

while (iterator.hasNext()) {
    accumulator = operation(accumulator, iterator.next())
}
```

Accumulates value starting with the last element and applying [operation] from right to left:

```kotlin
val iterator = listIterator(size) // Initialize iterator

while (iterator.hasPrevious()) {
    accumulator = operation(index, iterator.previous(), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left with its index in the original list:

```kotlin
val iterator = listIterator(size) // Initialize iterator

while (iterator.hasPrevious()) {
    accumulator = operation(index, iterator.previous(), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left with its index in the original list:

```kotlin
val iterator = listIterator(size) // Initialize iterator

while (iterator.hasPrevious()) {
    accumulator = operation(index, iterator.previous(), accumulator)
}
```

Accumulates value starting with the last element and applying [operation] from right to left with its index in the original list:

```kotlin
val iterator = listIterator(size) // Initialize iterator

while (iterator.hasPrevious()) {
    accumulator = operation(index, iterator.previous(), accumulator)
}
```
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

public inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

public inline fun <T, R> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: R, T) -> R): List<R> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
    }
    var index = 1
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

public inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply {
        add(accumulator)
    }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}
function should not be mutated; otherwise it would affect the previous value in resulting list. * * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * * @return Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value. * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * * @sample samples.collections.Collections.Aggregates.scan

Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    return runningReduce(operation)
}

Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    return runningReduceIndexed(operation)
}

Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumOfInt(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumOfLong(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

Iterable<T>.sumOfUInt(selector: (T) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
Since Kotlin with experimental type inference, this code uses lambda expressions and functional interfaces to perform operations on collections. Functions like `sumOf()`, `requireNoNulls()`, `chunked()`, and `minus()` are used to manipulate lists and sets, ensuring that null values are handled correctly.

In the `sumOf()` function, a lambda expression is used to convert each element to a `ULong` before summing them up. The `requireNoNulls()` function filters out null elements from a collection, ensuring that the resulting collection only contains non-null elements. The `chunked()` function splits a collection into lists of a specified size, which can be useful for parallel processing or data partitioning.

The `minus()` operator removes elements from a collection based on a provided collection, list, iterator, or sequence. This is particularly useful for filtering out specific elements from collections, which is a common operation required in data processing and analysis.

These functions and operators are part of Kotlin's standard library, providing a powerful set of tools for working with collections in a functional style.
elements for which [predicate] yielded `'true'`, * while *second* list contains elements for which [predicate] yielded `'false'`. * while @sample samples.collections.Iterables.Operations.partition
* /anonymous inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
 * val first = ArrayList<T>()
 * val second = ArrayList<T>()
 for (element in this) {
 * if (predicate(element)) {
 * first.add(element)
 } else {
 * second.add(element)
 } return Pair(first, second)

 * /anonymous operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
 * val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 result.addAll(this)
 return result

 * /anonymous operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
 * val result = ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 result.addAll(this)
 return result

 * * *
result = ArrayList<List<T>>()
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
            result.add(it)
        }
        return result
    }

/**
 * Returns a list of results of applying the given [transform] function to an each list representing a view over the window of the given [size].
 * Sliding along this collection with the given [step]. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default `false` which means partial windows won't be preserved.
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val window = MovingSubList(this)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            window.move(index, index + windowSize)
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the `other` array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the `other` collection with the same index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` collection and `other` collection with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    val val = ArrayList<>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        val list = ArrayList<Pair<T, T>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
        var i = 0
        for (element in this) {
            if (i >= arraySize) break
            list.add(transform(element, other[++]))
        }
        return list
    }
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNextToFindDeltas(): List<Pair<T, R>> {
    val list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext()) {
        list.add(transform(first.next(), second.next()))
    }
    return list
}
(iterator.hasNext()) return emptyList()
val result = mutableListOf<R>()
var current = iterator.next()
while (iterator.hasNext()) {
    val next = iterator.next()
    result.add(transform(current, next))
    current
}
return result
*/

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "\""...\""\")
 */
public fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Returns a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the
 * [truncated] string (which defaults to "\""...\""\")
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning
 * its elements when being iterated.
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the
 * collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
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```kotlin
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
```

/*
 * Copyright 2010-2018
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @package kotlin.collections
 * @import kotlin.comparisons.naturalOrder
 * @import kotlin.random.Random
 */

```kotlin
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
        collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
        copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++ as Int] = iterator.next().unsafeCast<T>()
    }
    if (index < array.size)
        array[array.size] = null.unsafeCast<T>()
    return array
}

@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>(capacity).apply(builderAction).build()
}

@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction).build()
}
```

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in.internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: 
MutableMap<K, V>.() -> Unit): Map<K, V> { return LinkedHashMap<K, V>(capacity).apply(builderAction) }

/**
 * Fills the list with the provided [value].
 */
public actual fun <T> MutableList<T>.fill(value: T): Unit { for (index in 0..lastIndex) { this[index] = value } }

/**
 * Randomly shuffles elements in this list.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = sortWith(Random)

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
@SinceKotlin("1.2")
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit = sortWith(naturalOrder())

/**
 * Sorts elements in the list in-place according to the order specified with [comparator].
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    collectionsSort(this, comparator)
}

private fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {
    if (list.size <= 1) return
    val array = copyToArray(list)
    sortArrayWith(array, comparator)
    for (i in 0 until array.size) { list[i] = array[i] } }
fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced by the original iterator
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@sample samples.collections.ITERATORS
fun <T> withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Transforms the original `iterator` into an [IndexedIterator] object, counting index from zero.
 */
fun <T> IndexingIterator<out T>(private val iterator: Iterator<T>): IndexingIterator<T> = IndexingIterator<T>(iterator)

fun <T> IndexingIterator<out T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator<T>(iterator)

fun <T> IndexingIterator<out T>.forEach(operation: (IndexedValue<T>) -> Unit): Unit = for (entry in this) operation(entry)

fun <T> IndexingIterator<out T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator<T>(iterator)

放心选择的 iterator() function wraps each element produced by the original iterator into an IndexedValue containing the index of that element and the element itself.

```kotlin
fun <T> Iterator<T>.iterator(): Iterator<T> = this

/**
 * Returns an [Iterator] that wraps each element produced by the original iterator
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@sample samples.collections.ITERATORS
fun <T> withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Transforms the original `iterator` into an [IndexedIterator] object, counting index from zero.
 */
fun <T> IndexingIterator<out T>(private val iterator: Iterator<T>): IndexingIterator<T> = IndexingIterator<T>(iterator)

fun <T> IndexingIterator<out T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator<T>(iterator)

fun <T> IndexingIterator<out T>.forEach(operation: (IndexedValue<T>) -> Unit): Unit = for (entry in this) operation(entry)

fun <T> IndexingIterator<out T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator<T>(iterator)
```

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greater of the given values.

* Returns the greater of the given values.

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If any value is `NaN`, returns `NaN`.

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If any value is `NaN`, returns `NaN`.

If there are multiple equal maximal values, returns the first of them.

If values are equal, returns the first one.

If either value is `NaN`, returns `NaN`.

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If any value is `NaN`, returns `NaN`.

If there are multiple equal minimal values, returns the first of them.

If values are equal, returns the first one.

If any value is `NaN`, returns `NaN`.
fun minOf(a: Long, vararg other: Long): Long

/**
 * Returns the smaller of the given values.
 * If any value is `NaN`, returns `NaN`.
 */
public expect fun minOf(a: Float, vararg other: Float): Float

/**
 * Returns the smaller of the given values.
 * If any value is `NaN`, returns `NaN`.
 */
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by the given [comparator].
 * If there are multiple equal minimal values, returns the first of them.
 */
@SinceKotlin("1.4")
public fun minOf(a: T, vararg other: T, comparator: Comparator<in T>): T

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapSequence")
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single list containing the results of applying the given [transform] function being invoked on each entry of original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapToList")
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a single list containing only the non-null results of applying the given [transform] function being invoked on each entry of original map.
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function being invoked on each entry of original map, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("mapTo")
public inline fun <K, V, R> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
element -> transform(element))?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given
 * [transform] function to each entry of the original map and appends the results to the given [destination].
 */
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.mapTo(destination: C, transform:
    (Map.Entry<K, V>) -> R): C {
    @sample
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all entries match the given [predicate].
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.all(predicate:
    (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if map has at least one entry.
 */
@sample
public fun <K, V> Map<out K, V>.any(): Boolean
{
    return !isEmpty()
}

/**
 * Performs the given [action] on each
 * entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action:
    (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

@Deprecated("Use
maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@kotlin.experimental.ExperimentalTypeInference
@kotlin.internal.InlineOnly
    return this.entries.maxByOrNull(selector)
}

/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
    return this.entries.maxByOrNull(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {
    return this.entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
    return this.entries.maxOfOrNull(selector)
}

/**
 * Returns the number of entries matching the given [predicate].
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(predicate:
    (Map.Entry<K, V>) -> Boolean): Int {
    return this.entries.count(predicate)
}

/**
 * Returns the number of entries in this map.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}

/**
 * Returns the number of entries matching the given [predicate].
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.countOrNull(predicate:
    (Map.Entry<K, V>) -> Boolean): Int? {
    return this.entries.countOrNull(predicate)
}

/**
 * Returns `true` if any entries match the given [predicate].
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.anyWithPredicate(predicate:
    (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Double): Double {
    return this.entries.maxOf(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {
    return this.entries.maxOf(selector)
}

/**
 * Performs the given [action] on each
 * entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action:
    (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}

@Deprecated("Use
maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@kotlin.experimental.ExperimentalTypeInference
@kotlin.internal.InlineOnly
    return this.entries.maxByOrNull(selector)
}

/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
    return this.entries.maxByOrNull(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return this.entries.maxOfOrNull(selector)
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map.
 */
@kotlin.experimental.ExperimentalTypeInference
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return this.entries.maxOfOrNull(selector)
}

/**
 * Performs the given [action] on each
 * entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action:
    (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}
entries.maxOfOrNull(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.maxOfOrNull(selector: (Map.Entry\nK, V) -> Float?): Float? \n\nentries.maxOfOrNull(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.maxOfWithOrNull(comparator: Comparator\nK, V): Map.Entry<K, V>? \n\nentries.maxOfWithOrNull(comparator)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.minByOrNull(selector: (Map.Entry\nK, V) -> R?): R? \n\nentries.minByOrNull(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.minByOrNull(selector: (Map.Entry\nK, V) -> R): R \n\nentries.minByOrNull(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.minOfOrNull(selector: (Map.Entry\nK, V) -> Double?): Double? \n\nentries.minOfOrNull(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.minOf(selector: (Map.Entry\nK, V) -> Double): Double \n\nentries.minOf(selector)_INET\n\n*/

*\n\n@SinceKotlin("1.4")\n\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n@OverloadResolution
ByLambdaReturnType\n\npublic inline fun <K, V> Map\n
V>.minOf(selector: (Map.Entry\nK, V) -> Float): Float \n\nentries.minOf(selector)_INET\n\n*/
among all values produced by [selector] function

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.minOfOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector]
 * function applied to each entry in the map or `null` if there are no entries.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.minOfOrNull(selector)
}

/**
 * Returns the smallest value among all values produced by [selector]
 * function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)
}

/**
 * Returns the first entry having the smallest value according to the
 * provided [comparator] or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.minWithOrNull(comparator)
}

/**
 * Returns `true` if the map has no entries.
 * @sample
 */
public fun <K, V> Map<out K, V>.none(): Boolean {
    return isEmpty()
}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map<out K, V>>
M.onEach(action: (Map.Entry<K, V>) -> Unit) {
    return apply { for (element in this) action(element) }
}

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the map itself afterwards.

@param [action] function that takes the index of an entry and the entry itself

and performs the action on the entry.

M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M

* Creates an [Iterable] instance that wraps the original map returning

its entries when being iterated.

M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M

* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the

[index] is out of bounds of this sequence.

The operation is _terminal_.

val count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

val iterator = iterator()

var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

val iterator = iterator()

var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

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    = iterator.next()
    if (index == count++)
        return element
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    = iterator.next()
    if (index == count++)
        return element
}

return null

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var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

val iterator = iterator()

var count = 0

while (iterator.hasNext()) {
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    = iterator.next()
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        return element
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    = iterator.next()
    if (index == count++)
        return element
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return null

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var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

val iterator = iterator()

var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
    if (index == count++)
        return element
}

return null

val iterator = iterator()

var count = 0

while (iterator.hasNext()) {
    val element
    = iterator.next()
-> Boolean): T? { for (element in this) if (predicate(element)) return element
   return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int { var index = 0
   for (item in this) if (predicate(item)) return index
   return -1
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int { var index = 0
   for (item in this) if (predicate(item)) return index
   return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not
 * contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int { var index = 0
   for (item in this) if (predicate(item)) return index
   return -1
}

/**
 * Returns single element, or null if the sequence is empty.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var single = iterator.next()
    while (iterator.hasNext())
        single = iterator.next()
    return single
}

/**
 * Returns single element matching the given [predicate], or null if element was not
 * found, or more than one element was found.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? { val single = iterator.next()
    if (iterator.hasNext())
        return null
    @Suppress("IllegalArgumentException")
    return single
}

/**
 * Returns single element matching the given [predicate], or null if there is no or more than one matching
 * element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? { val single = iterator.next()
    if (iterator.hasNext())
        return null
    throw IllegalArgumentException("Sequence contains more than one matching element.")
    @Suppress("IllegalArgumentException")
    return single
}

/**
 * Returns single element matching the given [predicate], or null if the sequence is empty or has more than one element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not
 * contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int { var index = 0
   for (item in this) if (predicate(item)) return index
   return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not
 * contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int { var index = 0
   for (item in this) if (predicate(item)) return index
   return -1
}

/**
 * Returns single element, or null if the sequence is empty.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.single(): T { val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns single element matching the given [predicate], or null if there is no or more than one matching
 * element.
 */
public inline fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T { val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns single element matching the given [predicate], or null if element was not
 * found, or more than one element was found.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var single = iterator.next()
    if (iterator.hasNext())
        return null
    throw IllegalArgumentException("Sequence contains more than one matching element.")
    @Suppress("IllegalArgumentException")
    return single
}

/**
 * Returns single element matching the given [predicate], or null if the sequence is empty or has more than one element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var single = iterator.next()
    if (iterator.hasNext())
        return null
    throw IllegalArgumentException("Sequence contains more than one matching element.")
    @Suppress("IllegalArgumentException")
    return single
}
(element in this) {\n    if (predicate(element)) {\n        if (found) return null\n        single = element\n        found = true\n    }\n    if (!found) return null\n    return single\n}\n
*\n\n* Returns a sequence containing all elements except first [n] elements.\n* The operation is _intermediate_ and _stateless_.\n* \n* @throws IllegalArgumentException if [n] is negative.\n* \n* @sample samples.collections.Collections.Transformations.drop\n* @public fun <T> Sequence<T>.drop(n: Int):\n  Sequence<T> \{\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return when {\n        n == 0 -> this\n        this is DropTakeSequence -> this.drop(n)\n        else -> DropSequence(this, n)\n    }\n  }\n
*\n\n* Returns a sequence containing all elements except first elements that satisfy the given [predicate].\n* The operation is _intermediate_ and _stateless_.\n* \n* @throws IllegalArgumentException if [n] is negative.\n* \n* @sample samples.collections.Collections.Transformations.drop\n* @public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {\n    return DropWhileSequence(this, predicate)\n}
(predicate(element)) destination.add(element) return destination
}

/**
 * Appends all elements matching
 * the given [predicate] to the given [destination].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <T, C : MutableCollection<in T>>
    Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements satisfying the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    val require(n > 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence containing elements sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Sorting.sorted
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.toMutableList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to the specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.sortedBy
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence sorted
 * according to the specified [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function
 * applied to elements of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K, V>
    Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val sortedList = this@associateTo.toMutableList()
    sortedList.sortWith(transform)
    return sortedList.associateTo()
}

/**
 * Returns a [Map] containing the elements from the given sequence
 * indexed by the key returned from the specified [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associateBy
 */
public inline fun <T, K>
    Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K,
Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByWithValueTransform

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given sequence and value is the element itself. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateByTo

Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given sequence. The operation is _terminal_ and * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateTo

Returns a [List] containing all elements. The operation is _terminal_.

Returns a [MutableList] filled with all elements of this sequence. The operation is _terminal_ and * @sample samples.collections.Collections.Transformations.associateWithTo

Returns a [HashSet] of all elements. The operation is _terminal_.

Returns a [Set] of all elements. The operation is _terminal_ and *
The returned set preserves the element iteration order of the original sequence.

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMap")
public fun <T, R> Sequence<T, R>.flatMap(transform: (T) -> R): Sequence<R> {
    return this.map(transform)
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public fun <T, R> Sequence<T, R>.flatMapTo(destination: MutableList<R>, transform: (T) -> R) {
    for (element in this) {
        destination.add(transform(element))
    }
    return destination
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexed")
public fun <T, R> Sequence<T, R>.flatMapIndexed(transform: (Int, T) -> R): Sequence<R> {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableList<R>> Sequence<T, R>.flatMapIndexedTo(destination: MutableList<R>, transform: (Int, T) -> R) {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedSequence")
public fun <T, R> Sequence<T, R>.flatMapIndexedIndexed(transform: (Int, Int, T) -> R): Sequence<R> {
    var index = 0
    var subIndex = 0
    for (element in this) {
        val list = transform(index, subIndex++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMapIndexed
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableList<R>> Sequence<T, R>.flatMapIndexedSequenceTo(destination: MutableList<R>, transform: (Int, Int, T) -> R) {
    var index = 0
    var subIndex = 0
    for (element in this) {
        val list = transform(index, subIndex++, element)
        destination.addAll(list)
    }
    return destination
}
```
element of original sequence, to the given [destination].

public inline fun `<T, R` : MutableList<R>, C : MutableList<R>`>`.

```
  for (element in this) {
    val list = transform(element)
    destination.addAll(list)
  }
  return destination
```

Groups the elements of the original sequence by the key returned by the given [keySelector] function
and returns a map where each group key is associated with a list of corresponding elements.

The returned map preserves the entry iteration order of the keys produced from the original sequence.

The operation is _terminal_.

The operation is _terminal_.

```
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
```

```
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
```

```
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(valueTransform(element))
    }
    return destination
```

```
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(valueTransform(element))
    }
    return destination
```

```
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(valueTransform(element))
    }
    return destination
```
the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

//public fun <T, R : Any> Sequence<T>.mapIndexedNonNull(transform: (index: Int, T) -> R?): Sequence<R> { return
TransformingIndexedSequence(this, transform).filterNotNull().mapNotNull { * Applies the given [transform] function to each element and its index in the original sequence and appends only the non-null results to the given destination. * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

* The operation is _terminal_.

//public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNonNullTo(destination: C, transform: (index: Int, T) -> R?): C { return destination.mapNotNull { * Applies the given [transform] function to each element and its index in the original sequence and appends the results to the given destination. * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

//public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C { return destination.mapNotNull { * Applies the given [transform] function to each element in the original sequence and appends only the non-null results to the given destination. * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.

* The operation is _intermediate_ and _stateless_.

//public inline fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> { return
TransformingSequence(this, transform).filterNotNull().mapNotNull { * Applies the given [transform] function to each element of the original sequence and appends only elements with distinct keys returned by the given [selector] function.

* Among elements of the given sequence, only the first one will be present in the resulting sequence. * The elements in the resulting sequence are in the same order as they were in the source sequence. * The operation is _intermediate_ and _stateful_.

//public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> { return
LinkedHashSet<T>().withIndex() { it }.map { (item) -> item } * Returns a sequence containing only distinct elements from the given sequence. * Among equal elements of the given sequence, only the first one will be present in the resulting sequence. * The elements in the resulting sequence are in the same order as they were in the source sequence. * The operation is _intermediate_ and _stateful_.

//public fun <T, K> Sequence<T>.distinct(): Sequence<T> { return
this.distinctBy { it } * Returns a sequence containing only elements from the given sequence having distinct keys returned by the given [selector] function. * Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence. * The elements in the resulting sequence are in the same order as they were in the source sequence. * The operation is _intermediate_ and _stateful_.

//public func <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean { return
false * Returns 'true' if sequence has at least one element. * The operation is _terminal_.

* The operation is _intermediate_ and _stateless_.

//public fun <T> Sequence<T>.mapIndexedNonNull(transform: (index: Int, T) -> R?): Sequence<R> { return
Sequence<T>.any(): Boolean { return iterator().hasNext();
} * Returns `true` if at least one element matches the given [predicate].

The operation is _terminal_.

* * @sample samples.collections.Collections.Aggregates.anyWithPredicate

*/public inline fun <T> sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element 
 * matches the given 
 * [predicate].
 *
 * The operation is _terminal_.
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    var count = 0
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this sequence.
 *
 * The operation is _terminal_.
 */
public fun <T> sequence<T>.count(): Int {
    var count = 0
    for (element in this) count++
    return count
}

/**
 * Returns the number of elements matching the given 
 * [predicate].
 *
 * The operation is _terminal_.
 */
public inline fun <T> sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) count++
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 *
 * The operation is _terminal_.
 * @param [operation] function that takes current accumulator value and an element, and calculates 
 * the next accumulator value.
 */
public fun <T, R> sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting 
 * with [initial] value and applying [operation] from left to right 
 * to current accumulator value and each element 
 * with its index in the original sequence.
 *
 * The operation is _terminal_.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
public inline fun <T, R> sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each element.
 *
 * The operation is _terminal_.
 */
public inline fun <T> sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 */
public inline fun <T> sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun sequence<Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun sequence<Float>.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <T, R : Comparable<R>> sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    var maxValue = selector(maxElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    } while (iterator.hasNext())
    return maxElem
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double { val iterator = iterator() if (!iterator.hasNext()) throw NoSuchElementException() var maxValue = selector(iterator.next()) while (iterator.hasNext()) { val v = selector(iterator.next()) if (maxValue < v) { maxValue = v } } return maxValue }
(iterator.hasNext()) \{ 
val v = selector(iterator.next())
if (comparator.compare(maxValue, v) < 0) \{ 
maxValue = v
\}
\} 
return maxValue
\}

/**
 * Returns the largest value according to the provided [comparator] \n * among all values produced by [selector] function applied to each element in the sequence or \n * `null` if there are no elements. \n */
@kotlin.experimental.ExperimentalTypeInference::class
 overloadResolution
inline fun <T, R> Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R?): 
\{ 
val iter = iterator()
if (!iter.hasNext()) return null
var maxValue = selector(iter.next())
while (iter.hasNext()) \{ 
val v = selector(iter.next())
if (comparator.compare(maxValue, v) < 0) \{ 
maxValue = v
\}
\}
return maxValue
\}

/**
 * Returns the largest element or `null` if there are no
 * elements. \n */
@kotlin.experimental.ExperimentalTypeInference::class
 overloadResolution
inline fun <T> Sequence<Double>.maxOrNull(): Double? { 
val iter = iterator()
if (!iter.hasNext()) return null
var max = iter.next()
while (iter.hasNext()) \{ 
val e = iter.next()
max = maxOf(max, e)
\}
return max
\}

/**
 * Returns the smallest value among all values produced by 
 * [selector] function \n * applied to each element in the sequence or \n * `null` if there are no elements. \n */
@kotlin.experimental.ExperimentalTypeInference::class
 overloadResolution
inline fun <T> Sequence<T>.min(): T? { 
val iter = iterator()
if (!iter.hasNext()) return null
var minElem = iter.next()
if (!iter.hasNext()) return minElem
val minValue = selector(minElem)
do \{ 
val e = iter.next()
val v = selector(e)
if (minValue > v) \{ 
minElem = e
minValue = v
\}
\} 
while (iter.hasNext()) return minElem

/**
 * Returns the first element yielding the smallest value of the given function or 
 * `null` if there are no elements. \n */
@kotlin.experimental.ExperimentalTypeInference::class
 overloadResolution
inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? { 
val iter = iterator()
if (!iter.hasNext()) return null
val minElem = iter.next()
if (comparator.compare(maxValue, v) < 0) \{ 
maxValue = v
\}
\} 
return maxValue
\}
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Double): Double {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Float): Float {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
    Sequence<T>.minOf(selector: (T) -> R): R {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
    Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
    Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By Lambda ReturnType@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
    Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    var minValue = selector(iterator().next())
    while (iterator().hasNext()) {
        val v = selector(iterator().next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * comparator among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
*min@SinceKotlin("1.4")*public fun Sequence<R>.minOrNull(): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * `NaN` returns `NaN`.
 * The operation is _terminal_.
 */
*min@SinceKotlin("1.4")*public fun Sequence<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given predicate.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given action on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Returns a sequence which performs the given action on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}

/**
 * Accumulates value starting with the first element and applying operation from left to right
 * to current accumulator value and each element.
 * Returns a sequence which performs the given action on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.reduceIndexed(operation: (index: Int, T, T) -> T): Sequence<T> {
    return reduceIndexed { index, element, accumulatorValue ->
        operation(index, element, accumulatorValue)
    }
}

/**
 * Accumulates value starting with the first element and applying operation from left to right
 * to current accumulator value and each element.
 * Returns a sequence which performs the given action on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.reduceIndexed(operation: (T, T) -> T): Sequence<T> {
    return reduceIndexed { index, element, accumulatorValue ->
        operation(accumulatorValue, element)
    }
}

/**
 * Returns a sequence which performs the given action on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.reduceIndexed(operation: T.() -> Unit): Sequence<T> {
    return reduceIndexed { index, element ->
        operation()
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.mapIndexedIndexed(mapIndexed: (Int, T) -> T): Sequence<T> {
    return mapIndexedIndexed { index, element ->
        mapIndexed(index, element)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.mapIndexedIndexed(mapIndexed: T.() -> Unit): Sequence<T> {
    return mapIndexedIndexed { index, element ->
        mapIndexed(index, element)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEachIndexedIndexed(action: (T) -> Unit): Sequence<T> {
    return onEachIndexedIndexed { index, element ->
        action(index, element)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEachIndexedIndexed(action: T.() -> Unit): Sequence<T> {
    return onEachIndexedIndexed { index, element ->
        action(index, element)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.reduceIndexedIndexed(operation: (T, T) -> T): Sequence<T> {
    return reduceIndexedIndexed { index, element, accumulatorValue ->
        operation(accumulatorValue, element)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.reduceIndexedIndexed(operation: T.() -> Unit): Sequence<T> {
    return reduceIndexedIndexed { index, element ->
        operation()
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEachIndexedIndexedIndexed(action: (T) -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

/**
 * Returns a sequence which performs the given function on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.onEachIndexedIndexedIndexed(action: T.() -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

public fun Sequence<T>.reduceIndexedIndexedIndexedIndexed(operation: (Int, T, T) -> T): Sequence<T> {
    return reduceIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        operation(index, element, accumulatorValue)
    }
}

public fun Sequence<T>.reduceIndexedIndexedIndexedIndexed(operation: T.() -> Unit): Sequence<T> {
    return reduceIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        operation()
    }
}

public fun Sequence<T>.onEachIndexedIndexedIndexedIndexedIndexed(action: (T) -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

public fun Sequence<T>.onEachIndexedIndexedIndexedIndexedIndexed(action: T.() -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

public fun Sequence<T>.reduceIndexedIndexedIndexedIndexedIndexedIndexed(operation: (Int, T, T) -> T): Sequence<T> {
    return reduceIndexedIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        operation(index, element, accumulatorValue)
    }
}

public fun Sequence<T>.reduceIndexedIndexedIndexedIndexedIndexedIndexed(operation: T.() -> Unit): Sequence<T> {
    return reduceIndexedIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        operation()
    }
}

public fun Sequence<T>.onEachIndexedIndexedIndexedIndexedIndexedIndexedIndexed(action: (T) -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

public fun Sequence<T>.onEachIndexedIndexedIndexedIndexedIndexedIndexed(action: T.() -> Unit): Sequence<T> {
    return onEachIndexedIndexedIndexedIndexedIndexedIndexed { index, element, accumulatorValue ->
        action(accumulatorValue)
    }
}

/*min@SinceKotlin("1.4")*/@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
PUBLIC inline fun <T, R>

and calculates the next accumulator value.

* The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.reduce

```kotlin
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    var accumulator: S = iterator.next() while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

* The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.reduceIndexed

```kotlin
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}
```

* The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.reduceOrNull

```kotlin
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

* The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.runningFold

```kotlin
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}
```

* The operation is _terminal_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Sequence<T>.runningFoldOr(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}
```

* The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Aggregates.runningFoldOr
* @param \[operation\] function that takes the index of an element, current accumulator value\n  * and the element itself, and calculates the next accumulator value.\n  * The operation is _intermediate_ and _stateless_.\n* @sample samples.collections.Collections.Aggregates.runningFold\n
/**\n * Returns a sequence containing successive accumulation values generated by applying \[operation\] \n  * from left to right\n  * to each element and current accumulator value that starts with the first element of this sequence.\n  * \n  * @param \[operation\] function that takes current accumulator value and the element, and calculates the next\n  * accumulator value.\n  * The operation is _intermediate_ and _stateless_.\n  * @sample samples.Collections.Aggregates.runningReduce\n
*/
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**\n * Returns a sequence containing successive accumulation values generated by applying \[operation\] \n  * from left to right\n  * to each element and current accumulator value that starts with \[initial\] value.\n  * \n  * Note that `acc` value passed to \[operation\] function should not be mutated;\n  * otherwise it would affect the previous value in resulting sequence.\n  * \n  * @param \[operation\] function that takes current accumulator value and an element, and calculates the next\n  * accumulator value.\n  * The operation is _intermediate_ and _stateless_.\n  * @sample samples.Collections.Aggregates.scan\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}

/**\n * Returns a sequence containing successive accumulation values generated by applying \[operation\] \n  * from left to right\n  * to each element, its index in the original sequence and current accumulator value\n  * that starts with \[initial\] value.\n  * \n  * @param \[operation\] function that takes the index of an element, current accumulator value\n  * and the element itself, and calculates the next accumulator value.\n  * The operation is _intermediate_ and _stateless_.\n  * @sample samples.Collections.Aggregates.scanIndexed\n
*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial, operation)
}
runningFoldIndexed(initial, operation)\n} \n@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n
public fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> \n} \n@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi
public fun <S, T : S> Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return runningReduceIndexed(operation)\n}

/**
 * Returns the sum of all values produced by 
 * [selector] function applied to each element in the sequence.
 * @param selector the function to apply to each element
 * @return the sum of all values produced
 * @throws IllegalArgumentException if there are any null elements
 * @throws NoSuchElementException if the sequence is empty
 */
public fun <T> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the maximum number of elements in each list
 * @return a new sequence of lists
 */
private fun <T> Sequence<T>.splitBy(size: Int): Sequence<List<T>> {
    var start = 0
    var end = size
    while (start < this.size) {
        return this.slice(start, end)
    }
    return emptySequence()
}

public fun <T> Sequence<T>.mapToSequence(block: (T) -> Sequence<T>): Sequence<Sequence<T>> {
    return map { block(it) }
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the maximum number of elements in each list
 * @return a new sequence of lists
 */
private fun <T> Sequence<T>.splitBy(size: Int): Sequence<List<T>> {
    var start = 0
    var end = size
    while (start < this.size) {
        return this.slice(start, end)
    }
    return emptySequence()
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the maximum number of elements in each list
 * @return a new sequence of lists
 */
private fun <T> Sequence<T>.splitBy(size: Int): Sequence<List<T>> {
    var start = 0
    var end = size
    while (start < this.size) {
        return this.slice(start, end)
    }
    return emptySequence()
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the maximum number of elements in each list
 * @return a new sequence of lists
 */
private fun <T> Sequence<T>.splitBy(size: Int): Sequence<List<T>> {
    var start = 0
    var end = size
    while (start < this.size) {
        return this.slice(start, end)
    }
    return emptySequence()
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * @param size the maximum number of elements in each list
 * @return a new sequence of lists
 */
private fun <T> Sequence<T>.splitBy(size: Int): Sequence<List<T>> {
    var start = 0
    var end = size
    while (start < this.size) {
        return this.slice(start, end)
    }
    return emptySequence()
samples.collections.Collections.Transformations.chunked

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * @return sequence of results of the [transform] applied to each list.
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @SuppressWarnings("deprecation")
 * @since Kotlin("1.2")
 */
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when the [elements] collection is converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            return minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * @return sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * @SuppressWarnings("deprecation")
 * @since Kotlin("1.2")
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return minus(elements = listOf(element))
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * @return sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence.
 * Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.minusArray(elements: Array<out T>): Sequence<T> {
    return minus(elements = elements.toHashSet())
}

/**
 * Returns a sequence containing all elements of original sequence without the first occurrence of the given [element].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size] and @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @since Kotlin("1.2")
 */
public fun <T>
  Sequence<List<T>>.windowed(size: Int, partialWindows = true) {
    return chunked(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * @return sequence of results of the [transform] applied to each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @SuppressWarnings("deprecation")
 * @since Kotlin("1.2")
 */
public fun <T, R> Sequence<T>.windowed(size: Int, partialWindows = true, transform: (List<T>) -> R): Sequence<R> {
    return chunked(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * @return sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence.
 * Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.windowedArray(elements: Array<out T>): Sequence<T> {
    return windowedArray(elements = elements.toHashSet())
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * @return sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence.
 * Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.windowedArray(elements: Array<out T>): Sequence<T> {
    return windowedArray(elements = elements.toHashSet())
}
yielded `false`. The operation is _terminal_.

@sample samples.collections.Sequences.Transformations.partition

Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> = \n val first = ArrayListSequence(T)()\n val second = ArrayListSequence(T)()\n for (element in this) {\n    if (predicate(element)) {\n        first.add(element)\n    } else {\n        second.add(element)\n    }\n} return Pair(first, second)\n
Sequence<T>: partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _terminal_.
 * @sample samples.collections.Sequences.Transformations.partition
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }\n    return Pair(first, second)
}

/**
 * The operation is _terminal_.
 * 
 * @sample
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the collection being added are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.
 * Note that the source sequence and the collection being added are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence containing all elements of original sequence and then the given [element].
 * The operation is _terminal_.
 * @sample
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * The size of the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * @param reuseBuffer means partial windows won't be preserved
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = false).map(transform)
}

/**
 * Returns a sequence of values built from the elements of ‘this’ sequence and the [other] sequence with the same index.
 */
The resulting sequence ends as soon as the shortest input sequence ends.

---

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The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zip

```kotlin
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}
```

Returns a sequence of values built from the elements of this sequence and the other sequence with the same index.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zipWithTransform

```kotlin
public fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return MergingSequence(this, other, transform)
}
```

Returns a sequence containing the results of applying the given transform function to each pair of two adjacent elements in this sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

```kotlin
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence result@{
        val iterator = iterator()
        if (!iterator.hasNext()) return@result
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.joinToString

```kotlin
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
```

Returns a sequence containing the results of applying the given transform function to each pair of two adjacent elements in this sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.joinTo

```kotlin
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
            if (limit >= 0 && count > limit) buffer.append(truncated)
        } else break
    }
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.joinTo

```kotlin
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.asSequence

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfByte

```kotlin
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(count++)
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfShort

```kotlin
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfLong

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfInt

```kotlin
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfLong

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfDouble

```kotlin
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfFloat

```kotlin
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfChar

```kotlin
@kotlin.jvm.JvmName("averageOfChar")
public fun Sequence<Character>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfByte

```kotlin
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfShort

```kotlin
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfLong

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfInt

```kotlin
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfLong

```kotlin
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfDouble

```kotlin
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfFloat

```kotlin
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfChar

```kotlin
@kotlin.jvm.JvmName("averageOfChar")
public fun Sequence<Character>.average(): Double {
    var sum = Double(0.0)
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
```

Returns an average value of elements in the sequence.

The operation is _intermediate_ and _stateless_.

@sample samples.collections.Collections.Transformations.averageOfByte
checkCountOverflow(++count)}
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
// Imports

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given 
 * element. 
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param element The element to be removed from the set.
 * @return A new set containing all elements of the original set except the given element.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the given elements.
 * The returned set preserves the element iteration order of the original set.
 * 
 * @param elements The elements to be removed from the set.
 * @return A new set containing all elements of the original set except the given elements.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    return result.removeAll(elements)
}

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collection.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n * \n * An unpublic operator fun `<T>` Set<T>.minus(elements: Iterable<T>): Set<T> {\n   \n   val other = elements.convertToSetForSetOperationWith(this)\n   if (other.isEmpty())\n       return this.toSet()\n   if (other is Set)\n       return this.filterNotTo(LinkedHashSet<T>()) { it in other }\n   \n   val result = LinkedHashSet<T>(this)\n   result.removeAll(other)\n   return result\n} returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.\n * \n * An unpublic operator fun `<T>` Set<T>.minus(elements: Sequence<T>): Set<T> \n   {\n       \n       \n       val result = LinkedHashSet<T>(this)\n       result.removeAll(elements)\n       \n       return result\n   } returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * An unpublic operator fun `<T>` Set<T>.plus(element: T): Set<T> {\n   \n   \n   val result = LinkedHashSet<T>(mapCapacity(size + 1))\n   result.addAll(this)\n   result.add(element)\n   return result\n} returns a set containing all elements of the original set and the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * An unpublic operator fun `<T>` Set<T>.plus(elements: Array<out T>): Set<T> {\n   \n   \n   val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n   result.addAll(this)\n   result.addAll(elements)\n   \n   return result\n} returns a set containing all elements of the original set and the given [elements] array.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * An unpublic operator fun `<T>` Set<T>.plus(elements: Collection<T>): Set<T> {\n   \n   \n   val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?: size * 2))\n   result.addAll(this)\n   result.addAll(elements)\n   \n   return result\n} returns a set containing all elements of the original set and the given [elements] collection.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * An unpublic operator fun `<T>` Set<T>.plus(elements: Sequence<T>): Set<T> {\n   \n   \n   val result = LinkedHashSet<T>(mapCapacity(size + 1))\n   result.addAll(this)\n   result.add(elements)\n   \n   return result\n} returns a set containing all elements of the original set and the given [elements] sequence.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * An unpublic operator fun `<T>` Set<T>.plusElement(element: T): Set<T> {\n   \n   \n   return plus(element)\n} returns a set containing all elements of the original set and the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n*\n* @file: kotlin.jvm.JvmMultifileClass\n* @file: kotlin.jvm.JvmName(\"StringsKt\")\n*\n* \n* \n* \n* Package kotlin.text\n* \n* NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt file. See:\n* https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib/kotlin/stdlib\n* in port kotlin.random.\n* \n* \n* \n* Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAt\n* \n* An unpublic expect fun CharSequence.elementAtAt(index: Int): Char?\n* \n* \n* \n* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrElse\n* \n* \n* \n* Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrNull\n* \n* \n* \n* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrElse\n* \n* \n* \n* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrElseOrNull\n* \n* \n* \n* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrElseOrNull\n* \n* \n* \n* Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n* \n* \n* \n* @sample samples.collections.Collections.CharSequence.elementAtOrElseOrNull\n
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CharSequence.elementAtOrNull(index: Int): Char? { return this.getOrNull(index) } * Returns the first character matching the given [predicate], or `null` if no such character was found.

CharSequence.find(predicate: (Char) -> Boolean): Char? { return firstOrNull(predicate) } * Returns the first character matching the given [predicate], or `null` if no such character was found.

CharSequence.findLast(predicate: (Char) -> Boolean): Char? { return lastOrNull(predicate) } * Returns the last character matching the given [predicate], or `null` if no such character was found.

CharSequence.first(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[0] } * Returns the first character.

CharSequence.first(predicate: (Char) -> Boolean): Char { for (element in this) if (predicate(element)) return element } * Returns the first character matching the given [predicate], or `null` if no such character was found.

CharSequence.firstOrNull(): Char? { return if (isEmpty()) null else this[0] } * Returns the first character at the given [index] or `null` if the [index] is out of bounds of this char sequence.

CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? { for (element in this) if (predicate(element)) return element } * Returns the first character matching the given [predicate], or `null` if no such character was found.

CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) } * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.

CharSequence.getOrNull(index: Int): Char? { return if (index >= 0 && index <= lastIndex) get(index) else null } * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.

CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int { for (index in indices) { if (predicate(this[index])) return index } return -1 } * Returns the index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.

CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return index } return -1 } * Returns the index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.

CharSequence.last(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[lastIndex] } * Returns the last character.

CharSequence.last(predicate: (Char) -> Boolean): Char { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return index } throw NoSuchElementException("Char sequence contains no character matching the predicate.") } * Returns the last character matching the given [predicate], or `null` if no such character was found.

CharSequence.lastIndexOf(predicate: (Char) -> Boolean): Int { for (index in this.indices.reversed()) { val element = this[index] if (predicate(element)) return index } throw NoSuchElementException("Char sequence contains no character matching the predicate.") } * Returns the last character matching the given [predicate], or `null` if no such character was found.

CharSequence.random(): Char { return random(Random) } * Returns a random character from this char sequence.

CharSequence.random(random: Random): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[random.nextInt(length)] } * Returns a random character from this char sequence using the specified source of randomness.

CharSequence.random(): Char { return random(Random) } * Returns a random character from this char sequence using the specified source of randomness.

CharSequence.random(random: Random): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty.") return this[random.nextInt(length)] } * Returns a random character from this char sequence using the specified source of randomness.

CharSequence.random(): Char { return random(Random) } * Returns a random character from this char sequence using the specified source of randomness.
public inline fun CharSequence.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(length))
}

/**
 * Returns a single character matching the given [predicate], or throws an exception if there is no or more than one matching character.
 */
*public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 */
public fun CharSequence.drop(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
}

/**
 * Returns a string with the last [n] characters removed.
 */
public fun String.dropLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
}

/**
 * Returns a subsequence of this char sequence with the first [n] characters removed.
 */
public inline fun CharSequence.dropFirst(n: Int): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].
 */
public inline fun String.dropFirst(n: Int): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
}
/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return filterTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 */
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 */
public inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {
    return filterIndexedTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 */
public inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {
    return filterIndexedTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 */
public inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    for (index in 0 until length) {
        val element = get(index)
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original string at the specified range of [indices].
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n)
}

/**
 * Returns a char sequence containing characters of the original char sequence at specified [indices].
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""

    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return StringBuilder(indices.map { StringBuilder().appendCodePoint(it) }).toString()
}

/**
 * Returns a char sequence containing characters of the original char sequence that do not match the given [predicate].
 */
public inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return filterNotTo(StringBuilder(), predicate)
}

/**
 * Returns a string containing characters of the original string that do not match the given [predicate].
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters not matching the given [predicate] to the given [destination].
 */
public inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (!predicate(element)) destination.append(element)
    }
    return destination
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n)
}

/**
 * Returns a char sequence containing characters of the original char sequence at specified [indices].
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""

    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return StringBuilder(indices.map { StringBuilder().appendCodePoint(it) }).toString()
}
return associateByTo(LinkedHashMap<K, V>(capacity),
    keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each character of the given char sequence
 * and value is the character itself.
 * If any two characters would have the same key returned by [keySelector]
 * the last one gets added to the map.
 */
for (element in this) {
    destination.put(keySelector(element), element)
}
return destination

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to each character of the given char sequence.
 */
for (element in this) {
    destination.put(element.valueTransform(element), element)
}
return destination

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * and value is provided by the [valueTransform] function applied to characters of
 * the given char sequence.
 */
for (element in this) {
    destination.put(keySelector(element), element)
}
return destination

/**
 * Returns a [Map] where keys are characters from the given char sequence and values are produced by the [valueSelector] function applied to each character.
 * If any two characters are equal, the last one gets added to the map.
 */
val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))
return associateWithTo(result, valueSelector)

/**
 * Returns a [Set] of all characters.
 * The returned set preserves the element iteration order of the original char sequence.
 */
for (item in this) {
    destination.add(item)
}
return destination

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 */
for (item in this) {
    destination.add(transform(item))
}
return destination

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.
 */
for (item in this) {
    destination.add(transform(item))
}
return destination
invoked on each character
and its index in the original char sequence.

@sample

samples.Collections.Transformations.flatMapIndexed

*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterable")
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of
 * [transform] function being invoked on each character
 * and its index in the original char sequence, to the given
 * [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedIterableTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from
 * results of [transform] function being invoked on each character
 * of original char sequence, to the given
 * [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups characters of the original char sequence by
 * the key returned by the given [keySelector] function
 * applied to each character and returns a map where each
group key is associated with a list of corresponding characters.
* The returned map preserves the entry iteration order of the keys produced
from the original char sequence.
 */
public inline fun <K>
CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

/**
 * Groups values returned by the
 * [valueTransform] function applied to each character of the original char sequence
 * by the key returned by the given [keySelector] function
 * applied to each character and returns a map where each group key is associated with
 * a list of corresponding values.
* The returned map preserves the entry iteration order of the keys produced
from the original char sequence.
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<Char>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
fold operations
* using the specified [keySelector] function to extract a key from each character.
* The returned map preserves the entry iteration order of the keys produced
from the original char sequence.
 */
public inline fun <K, V>
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object :
Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
    }
}
override fun keyOf(element: Char): K = keySelector(element)

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each character in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
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 * and returns the result of the transform applied to the character.
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 * and returns the result of the transform applied to the character.
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 * and returns the result of the transform applied to the character.
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 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R):
    List<R> {
        return mapTo(ArrayList<R>(length), transform)
    }

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 */
public inline fun <R> CharSequence.mapIndexed(transform: (Int, Char) -> R):
    List<R> {
        return mapIndexedTo(ArrayList<R>(length), transform)
    }

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each character and its index in the original char sequence.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?):
    List<R> {
        return mapIndexedNotNullTo(ArrayList<R>(), transform)
    }

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 */
public inline fun <R, C :.MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?):
    C {
        for (item in this)
            destination.add(transform(index++, item))
        return destination
    }

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of a character and the character itself
 * and returns the result of the transform applied to the character.
 */
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (Int, Char) -> R):
    C {
        forEachIndexed { index, element -> transform(index, element)?
            let { destination.add(it) } } 
        return destination
    }

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence
 * into an [IndexedValue] containing the index of that character and the character itself.
 */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if char sequence has at least one character.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one character matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate].
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this)
        if (predicate(element)) count++
    return count
}
for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to each character.
 * Returns the specified [initial] value if the character sequence is empty.
 */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Performs the given [action] on each character.
 */
public inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 * @param [action] function that takes the index of a character and the character itself to perform the action.
 */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.max(): Char? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each character in the char sequence.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 * The returned result is 'NaN' if all characters have the same value and any of values produced by [selector] function is 'NaN'.
 * If any of values produced by [selector] function is ' NaN' and the character sequence is empty, the returned result is 'NaN'.
 * The returned result is ' NaN' if all characters have the same value and any of values produced by [selector] function is ' NaN'.
 * Returns the specified [initial] value if the character sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
each character in the char sequence.

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
public inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each character in the char sequence or ‘null’ if there are no characters.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each character in the char sequence or ‘null’ if there are no characters.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to
 * each character in the char sequence or ‘null’ if there are no characters.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence.
 * @throws NoSuchElementException if the char sequence is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest character or `null` if there are no characters.
 */
@SinceKotlin("1.4")
public fun
CharSequence.maxOrNull(): Char? { if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (max < e) max = e
  }
  return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharSequence.maxWith(comparator: Comparator<Char>): Char? {
  return maxWithOrNull(comparator)
}

/**
 * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun CharSequence.minOfOrNull(selector: (Char) -> R): Char? {
  if (isEmpty()) throw NoSuchElementException()
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharSequence.minOf(selector: (Char) -> R): R {
  if (isEmpty()) throw NoSuchElementException()
  var minValue = selector(this[0])
  for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
      minValue = v
    }
  }
  return minValue
}
[selector] function is 'NaN', the returned result is 'NaN'.

```kotlin
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
        return minValue
    }
    return minValue
}
```

Returns the smallest value among all values produced by [selector] function
applied to each character in the char sequence or 'null' if there are no characters.

```kotlin
public inline fun <R : Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

Returns the smallest value according to the provided [comparator] applied to each character in the char sequence or 'null' if there are no characters.

```kotlin
public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

Returns the smallest character according to the provided [comparator] among all values produced by [selector] function applied to each character in the char sequence or 'null' if there are no characters.

```kotlin
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

Returns 'true' if the char sequence has no characters or 'false' if there are characters.

```kotlin
public fun(CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Returns 'true' if no characters match the given [predicate].

```kotlin
public inline fun CharSequence.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}
```

Executes the given [action] on each character, providing sequential index with the character.

```kotlin
public fun(CharSequence.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

Executes the given [action] on each character in the sequence.

The `minOfOrNull` function is defined as follows:

```kotlin
public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
        return minValue
    }
    return minValue
}
```

It returns the smallest value among all values produced by the `selector` function applied to each character in the char sequence or `null` if there are no characters.

The `minOfOrNull` function is parameterized with a `selector` function that takes a `Char` and returns a `Float`. It iterates over each character in the sequence, applying the `selector` function to each character, and keeps track of the smallest value as it iterates. If the sequence is empty, it returns `null`.

The `minOfOrNull` function is defined for sequences of type `CharSequence`, which is a supertype of `CharSequence`. This means it can be applied to any sequence of `CharSequence` type.

The `minOfOrDefault` function is an extension function on `CharSequence` and returns the smallest value among all values produced by the `selector` function applied to each character in the char sequence or the default value if there are no characters.

The `minOfWith` function is defined as follows:

```kotlin
public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```

It returns the smallest value according to the provided [comparator] among all values produced by the `selector` function applied to each character in the char sequence or `null` if there are no characters.

The `minOfWith` function is parameterized with a `selector` function that takes a `Char` and returns a `R` that is comparable. It iterates over each character in the sequence, applying the `selector` function to each character, and keeps track of the smallest value as it iterates. If the sequence is empty, it throws a `NoSuchElementException`.

The `minOrNull` function is defined as follows:

```kotlin
public fun CharSequence.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

It returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.

The `minOrNull` function is defined as follows:

```kotlin
public inline fun CharSequence.minOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

It returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.

The `none` function is defined as follows:

```kotlin
public fun CharSequence.none(): Boolean {
    return isEmpty()
}
```

It returns `true` if the char sequence has no characters or `false` if there are characters.

The `none` function is defined as follows:

```kotlin
public inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

It returns `true` if no characters match the given [predicate].

The `onEach` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

It performs the given [action] on each character.

The `onEachIndexed` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}
```

It performs the given [action] on each character, providing sequential index with the character.

The `none` function is defined as follows:

```kotlin
public fun CharSequence.none(): Boolean {
    return isEmpty()
}
```

It returns `true` if the char sequence has no characters or `false` if there are characters.

The `onEach` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

It performs the given [action] on each character.

The `onEachIndexed` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}
```

It performs the given [action] on each character, providing sequential index with the character.

The `none` function is defined as follows:

```kotlin
public fun CharSequence.none(): Boolean {
    return isEmpty()
}
```

It returns `true` if the char sequence has no characters or `false` if there are characters.

The `onEach` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}
```

It performs the given [action] on each character.

The `onEachIndexed` function is defined as follows:

```kotlin
public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}
```

It performs the given [action] on each character, providing sequential index with the character.
Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

```kotlin
* param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.reduce

CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char
```
var accumulator = get(index--)\nwhile (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n}\n
return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value.\n * Returns `null` if the char sequence is empty.\n * 
 * @param [operation] function that takes the index of a character, the character itself and current accumulator value.\n * calculates the next accumulator value.\n * 
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNonNull\n */\n@SinceKotlin("1.4")\npublic inline fun CharSequence.reduceRightOrNonNull(operation: (Int, Char, acc: Char) -> Char): Char? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.
 *
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\npublic inline fun CharSequence.runningFold(initial: Char, operation: (Char, acc: Char) -> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Char>(length)\n    result.add(accumulator)\n    for (index in 1 until length) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.
 *
 * @param [operation] function that takes the index of a character, current accumulator value and a character, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.runningFoldIndexed\n */\n@SinceKotlin("1.4")\npublic inline fun CharSequence.runningFoldIndexed(initial: Char, operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = emptyList()\n    val result = ArrayList<Char>(length)\n    result.add(accumulator)\n    for (index in 0 until length) {\n        accumulator = operation(accumulator, index, this[index])\n        result.add(accumulator)\n    }\n    return result
}
resulting list.

* @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.runningReduce

@SinceKotlin("1.4")

public inline fun

CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        for (index in 1 until length) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    } return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R>

CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public inline fun

CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun

CharSequence.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    return runningReduce(operation)
}

@Deprecated("Use runningReduceIndexed instead.", ReplaceWith("runningReduceIndexed(operation)"), level = DeprecationLevel.ERROR)
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun

CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun

CharSequence.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun

CharSequence.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 * @sample samples.text.Strings.chunked
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.
 * @sample samples.text.Strings.chunkedTransform
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original string into a sequence of strings each not exceeding the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString() }
}

/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`.
 * @sample samples.text.Strings.partition
 */
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}
contains characters for which [predicate] yielded `false`.

```kotlin
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(),
                 second.toString())
}
```

```kotlin
```
partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {

    checkWindowSizeStep(size, step)

    val windows = (if (partialWindows) indices else 0 until length - size + 1) step

    return windows.asSequence().map { index ->
        val end = index + size

        val coercedEnd = if (end < 0 || end > length) length else end

        transform(subSequence(index, coercedEnd))
    }

    Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index

    The returned list has length of the shortest char sequence.

    Returns a list of values built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.

    Returns the list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.

    Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.

    Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of values built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of values built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of values built from the characters of `this` and the [other] char sequences with the same index

    Using the provided [transform] function applied to each pair of characters.

    The returned list has length of the shortest char sequence.

    Returns a list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.

    Returns the list of pairs of each two adjacent characters in this char sequence.

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    Returns a list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.

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    Returns a list of pairs of each two adjacent characters in this char sequence.

    The returned list is empty if this char sequence contains less than two characters.
    return subSequence(0, index + 1)

    return ""
}

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.
 */
public fun CharSequence.trim(vararg chars: Char): String = trimStart { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String = trimStart { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.
 */
public fun String.trim(): String = trimStart { it in Char::isWhitespace }

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String = trimEnd { it in chars }

/**
 * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String = trimStart { it in chars }

/**
 * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.
 */
public fun String.trim(vararg chars: Char): String = trimEnd { it in chars }

/**
 * Returns a string having trailing whitespace removed.
 */
public fun CharSequence.trimEnd(): String = trimEnd(Char::isWhitespace)

/**
 * Returns a string having trailing whitespace removed.
 */
public fun String.trimEnd(): String = trimEnd(Char::isWhitespace)

/**
 * Returns a string having leading whitespace removed.
 */
public fun String.trimStart(): String = trimStart(Char::isWhitespace)

/**
 * Returns a string having leading and trailing whitespace removed.
 */
public fun CharSequence.trim(): String = trimStart(Char::isWhitespace)

/**
 * Pads the string at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String = (this as CharSequence).padStart(length, padChar).toString()

/**
 * Pads the string at the end with the specified character or space.
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String = (this as CharSequence).padEnd(length, padChar).toString()
than the [length] specified. Space is used by default.

* @return Returns a string of length at least [length]
consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.

* @sample samples.text.Strings.padEnd

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * @return Returns `true` if this nullable char sequence is either `null` or empty.
 * @sample samples.text.Strings.isNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.isNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence lastIndex: Int
    get() = this.length - 1

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring specified by the given [range] of indices.
 */
public val CharSequence.substring: String
    get() = this.substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.
 */
public fun CharSequence.subSequence: CharSequence
    get() = this.subSequence(range.start, range.endInclusive + 1)

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
warning(@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))

// implemented differently in JVM and JS
public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [ endIndex].
 */
public fun String.substring: String
    get() = this.substring(range.start, range.endInclusive + 1)
in the part to be replaced.
 */
public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence {
    var start = range.start
    var end = range.endInclusive + 1
    var sequence = this
    var length = sequence.length
    val sb = StringBuilder(length - (end - start))
    sb.appendRange(sequence, 0, start)
    sb.appendRange(sequence, end, length)
    return sb
}

/**
 * If this string starts with the given [prefix] and ends with the given [suffix],
 * returns this string unchanged.
 * Otherwise returns a new char sequence having both the given [prefix] and [suffix] removed.
 */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if (prefix.length + suffix.length < length) return this
    return substring(prefix.length, length - suffix.length)
}

/**
 * Removes from a string both the given [prefix] and [suffix] if and only if
 * it starts with the [prefix] and ends with the [suffix].
 * Otherwise returns this string unchanged.
 */
public fun String.removeSurrounding(delimiter: CharSequence): String {
    if (delimiter.length >= prefix.length + suffix.length) return this
    return substring(prefix.length, length - suffix.length)
}
the start and the end of this string

* if and only if it starts with and ends with the [delimiter].
* Otherwise returns this string unchanged.

*public fun String.removeSurrounding(delimiter: Char): String =
removeSurrounding(delimiter, delimiter)

* Replace part of string before the first occurrence of given
delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

*public fun String.removeSurrounding(delimiter: CharSequence): String =
removeSurrounding(delimiter, delimiter)

* Replace part of string before the first occurrence of given
delimiter with the [replacement] string.
* If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeSurrounding(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(0, indexOf(delimiter), replacement)
}

/**
 * Replace part of string before the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeSurrounding(delimiter: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(0, indexOf(delimiter), delimiter)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 */
public fun String.removeAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(indexOf(delimiter) + delimiter.length + 1, length, replacement)
}

/**
 * Replace part of string after the first occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeAfter(delimiter: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(indexOf(delimiter) + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(indexOf(delimiter) + delimiter.length, length, replacement)
}

/**
 * Replace part of string after the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(indexOf(delimiter) + delimiter.length, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(0, indexOf(delimiter), replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 */
public fun String.removeBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {
    return if (indexOf(delimiter) == -1) missingDelimiterValue else replaceRange(0, indexOf(delimiter), replacement)
}

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement] string.
 * The [replacement] can consist of any combination of literal text and $-substitutions. To treat
 * the replacement string literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.
 * @receiver this
 * @param regex a Regex
 * @param replacement a String
 * @return a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement] string.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String =
regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes
 * [MatchResult] and returns a string to be used as a replacement for that match.
 * @receiver this
 * @param regex a Regex
 * @param transform a noinline fun CharSequence.[](): String
 * @return a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes
 * [MatchResult] and returns a string to be used as a replacement for that match.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: CharSequence.[]()): String =
(MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 */

/**
 * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.
 */

/**
 * Implementation of [regionMatches] for CharSequences.
 */

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.
 */

/**
 * Returns `true` if this char sequence starts with the specified character.
 */

/**
 * Returns `true` if this char sequence starts with the specified prefix.
 */

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 */

/**
 * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, returns the empty string.
 */

/**
 * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,
 * taking care not to split surrogate pairs.
 * If this and [other] have no common prefix, returns the empty string.
 */

/**
 * Finds the index of the first occurrence of any of the specified [chars] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case of the matched characters.
 * If no character is found, returns -1.
 */

/**
 * Returns an index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.
 */
have characters in common, this method proceeds from the end to the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.

```kotlin
public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false).first ?: -1
```

```kotlin
/**
   * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,
   * starting from the specified [startIndex] and optionally ignoring the case.
   *
   * To avoid ambiguous results when strings in [strings] have characters in common,
   * this method proceeds from the end toward the beginning of this string, and finds at each position the first
   * element in [strings] that matches this string at that position.
   */
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1

/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified
 * [startIndex].
 *
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.
 * @sample samples.text.Strings.indexOf
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the first occurrence of the specified
 * [string], starting from the specified [startIndex].
 *
 * @param startIndex The index of character to start searching at. The search proceeds from the end toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.
 * @sample samples.text.Strings.indexOf
 */
public fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, 0, ignoreCase, last = true)
    else
        nativeLastIndexOf(string, startIndex)
}

/**
 * Returns `true` if this char sequence contains the specified [other] sequence of characters as
 * a substring.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
    if (other is String)
        indexOf(other, ignoreCase = ignoreCase) >= 0
    else
        indexOf(other, 0, length, ignoreCase) >= 0

/**
 * Returns `true` if this char sequence contains at least one match of the specified regular expression [regex].
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(regex: Regex): Boolean =
private class DelimitedRangesSequence(
    private val startIndex: Int,
    private val limit: Int ,
    private val getNextMatch: CharSequence.(currentIndex: Int) -> Pair<Int, Int>? : Sequence<IntRange> {

    override fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {

        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continuing
        var currentStartIndex: Int = startIndex.coerceIn(0, input.length)
        var nextSearchIndex: Int = -1
        var nextItem: IntRange? = null
        var counter: Int = 0

        private fun calcNext() {
            if (nextSearchIndex < 0) {
                nextSearchIndex = input.firstIndex
                nextState = if (length == 0) 1 else 0
            } else if (nextSearchIndex < currentStartIndex)
                nextState = if (currentStartIndex < 0) 0 else -1
            else if (nextSearchIndex > currentStartIndex)
                nextState = if (currentStartIndex < 0) -1 else 1
            else
                nextState = if (nextSearchIndex == currentStartIndex)
                    if (limit > 0 && ++counter <= limit || nextSearchIndex == input.lastIndex)
                        if (match == null) {
                            nextSearchIndex = currentStartIndex + 1
                            nextItem = currentStartIndex until input.lastIndex
                            currentStartIndex
                        } else {
                            val match = input.getNextMatch(nextSearchIndex)
                            if (match == null) {
                                nextSearchIndex = currentStartIndex + 1
                                nextItem = currentStartIndex until input.lastIndex
                                currentStartIndex
                            } else {
                                val (index, length) = match
                                nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0
                                nextItem = index until input.lastIndex
                                currentStartIndex
                            }
                        }
                    else
                        if (nextState == 1) {
                            val stateResult = nextItem as IntRange
                            // Clean next to avoid keeping reference on yielded instance
                            result = nextItem as IntRange
                            // Clean next to avoid keeping reference on yielded instance
                            nextState = if (nextState == 1)
                                if (incrementState) nextState
                                else nextState
                            return result
                        } else {
                            counter = 0
                            nextState = if (incrementState)
                                nextState
                                else nextState
                        }
                    if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length)
                        throw NoSuchElementException()
                    else {
                        val stateResult = nextItem as IntRange
                        // Clean next to avoid keeping reference on yielded instance
                        result = nextItem as IntRange
                        // Clean next to avoid keeping reference on yielded instance
                        nextState = if (nextState == 1)
                            if (incrementState) nextState
                            else nextState
                        return result
                    }
                else
                    nextState = 0
                    nextItem = null
            } else {
                if (nextSearchIndex < currentStartIndex)
                    nextState = -1
                else if (nextSearchIndex > currentStartIndex)
                    nextState = if (currentStartIndex < 0) -1 else 1
                else
                    nextState = if (nextSearchIndex == currentStartIndex)
                        if (limit > 0 && ++counter <= limit || nextSearchIndex == input.lastIndex)
                            if (match == null) {
                                nextSearchIndex = currentStartIndex + 1
                                nextItem = currentStartIndex until input.lastIndex
                                currentStartIndex
                            } else {
                                val match = input.getNextMatch(nextSearchIndex)
                                if (match == null) {
                                    nextSearchIndex = currentStartIndex + 1
                                    nextItem = currentStartIndex until input.lastIndex
                                    currentStartIndex
                                } else {
                                    val (index, length) = match
                                    nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0
                                    nextItem = index until input.lastIndex
                                    currentStartIndex
                                }
                            }
                        else
                            if (nextState == 1) {
                                val stateResult = nextItem as IntRange
                                // Clean next to avoid keeping reference on yielded instance
                                result = nextItem as IntRange
                                // Clean next to avoid keeping reference on yielded instance
                                nextState = if (nextState == 1)
                                    if (incrementState) nextState
                                    else nextState
                                return result
                            } else {
                                counter = 0
                                nextState = if (incrementState)
                                    nextState
                                    else nextState
                            }
                        else
                            nextState = 0
                            nextItem = null
            }
        }

        override fun hasNext(): Boolean {
            if (nextState == 1)
                return true
            return nextState != -1
        }

        override fun next(): IntRange {
            if (nextState == 1)
                return nextItem as IntRange
            else
                return nextItem as IntRange
        }
    }
}

private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0,
        ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {

    // The maximum number of substrings to return. Zero by default means no limit is set.
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false) }.let { it.first to it.second.length } )
}

private fun CharSequence.findAnyOf(delimitersList: List<String>, currentStartIndex: Int,
        ignoreCase: Boolean = false, limit: Int = 0): Sequence<Pair<Int, Int>> {

    // The maximum number of substrings to return. Zero by default means no limit is set.
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    return DelimitedRangesSequence(this, currentStartIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false) }.let { it.first to it.second.length } )
}

private fun CharSequence.findAnyOf(delimitersList: List<String>, currentStartIndex: Int,
        ignoreCase: Boolean = false, limit: Int = 0): Sequence<Pair<Int, Int>> {

    // The maximum number of substrings to return. Zero by default means no limit is set.
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    return DelimitedRangesSequence(this, currentStartIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false) }.let { it.first to it.second.length } )
}
char sequence to a list of strings around occurrences of the specified [delimiter].

@param delimiters One or more strings to be used as delimiters.
@param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.

The maximum number of substrings to return. Zero by default means no limit is set.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

```kotlin
public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0] as String
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}
```

@SinceKotlin("1.2")
@Deprecated("Use CharArray.concatToString() instead", ReplaceWith("chars.concatToString()"))
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
    regex.split(this)
```

```kotlin
@SinceKotlin("1.2")
@Deprecated("Use CharArray.concatToString() instead", ReplaceWith("chars.concatToString()"))
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}
```

```kotlin
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, "Limit must be non-negative, but was $limit.")

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
        if (nextIndex != -1) {
            result.add(substring(currentOffset, length))
            currentOffset = nextIndex + delimiter.length
        } else {
            throw IllegalArgumentException("Limit $limit was reached.")
        }
    } while (nextIndex != -1)
IndexOutOfBoundsException if either [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun CharArray

    .concatToString(): String {\n        var result = ""\n        for (char in this) {\n            result += char\n        }\n        return result
    }

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun CharArray

    .concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n        var result = ""\n        for (index in startIndex until endIndex) {\n            result += this[index]\n        }\n        return result
    }

@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ByteArray.

    .decodeToString(): String {\n        return decodeUtf8(this, 0, size, false)\n    }\n
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.

    .decodeToByteArray(): ByteArray {\n        return encodeUtf8(this, 0, length, false)\n    }

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of the substring to encode, 0 by default. 
* @param endIndex the end (exclusive) of the substring to encode, length
of this string by default. 
* @param throwOnInvalidSequence specifies whether to throw an exception on
malformed char sequence or replace. 
* @param throwOnInvalidSequence
is less than zero or [endIndex] is greater than the length of this string.
* @param throwOnInvalidSequence
is true. 
*A
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStubsApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex,
    throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the
default locale. 
* @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string
converted to lower case using the rules of the default locale. 
* @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to
implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            var end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
            s1 = s1.toUpperCase()
        }
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
@internal constructor(@PublishedApi internal val storage: UByteArray) : Collection<UByte> {
    /**
     * Returns the array element at the given [index].
     * This method can be called
     */
using the index operator.

If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

public operator fun get(index: Int): UByte = storage[index].toUByte() /**

Returns the number of elements in the array. public override val size: Int get() = storage.size

Creates an iterator over the elements of the array. public override operator fun iterator(): UIntIterator = Iterator(storage) private class Iterator(private val array: ByteArray) { UByteIterator : ByteArray : ByteArray()

returns an array, where each element is calculated by calling the specified [init] function. The function [init] is called for each array element sequentially starting from the first one. It should return the value for an array element given its index.

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// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun get(index: Int): UInt = storage[index].toUInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     */
    public operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method. if ((element as Any?) !is UByte) return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
function.

* * *

The function [init] is called for each array element sequentially starting from the first one.

* * *

It should return the value for an array element given its index.

* * *

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

@public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index -> init(index).toInt() })
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@kotlin.internal.InlineOnly

@public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

/*
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 * the license/LICENSE.txt file.
 * */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@PublishedApi

internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called
     * using the index operator.
     * 
     * If the [index] is out of bounds of this array, throws an
     * [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.
     * */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given
     * [index] to the given [value]. This method can be called using the index operator.
     * */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong &&
            storage.contains(it.toLong()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@PublishedApi

internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(ShortArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called
     * using the index operator.
     * */
    public operator fun get(index: Int): UShort = storage[index].toUShort()

    /**
     * Sets the element at the given
     * [index] to the given [value]. This method can be called using the index operator.
     * */
    public operator fun set(index: Int, value: UShort) {
        storage[index] = value.toShort()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ShortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size)
            array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UShort)
            return false
        return storage.contains(element.toUShort())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort &&
            storage.contains(it.toUShort()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3") @ExperimentalUnsignedTypes

@PublishedApi

internal constructor(@PublishedApi internal val storage: CharArray) : Collection<UChar> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(CharArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called
     * using the index operator.
     * */
    public operator fun get(index: Int): UChar = storage[index].toUChar()

    /**
     * Sets the element at the given
     * [index] to the given [value]. This method can be called using the index operator.
     * */
    public operator fun set(index: Int, value: UChar) {
        storage[index] = value.toChar()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UCharIterator = Iterator(storage)

    private class Iterator(private val array: CharArray) : UCharIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUChar() = if (index < array.size)
            array[index++].toUChar() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UChar): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UChar)
            return false
        return storage.contains(element.toUChar())
    }

    override fun containsAll(elements: Collection<UChar>): Boolean {
        return (elements as Collection<*>).all { it is UChar &&
            storage.contains(it.toUChar()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}
[index] to the given [value]. This method can be called using the index operator.

* If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
  * where the behavior is unspecified.
  *
  * public operator fun set(index: Int, value: UShort) { storage[index] = value.toShort() }

  /** Returns the number of elements in the array. */
  public override val size: Int get() = storage.size

  /** Creates an iterator over the elements of the array. */
  public override operator fun iterator(): UShortIterator = Iterator(storage)

  private class Iterator(private val array: ShortArray) : UShortIterator() {
      private var index = 0
      override fun hasNext() = index < array.size
      override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
  }

  override fun contains(element: UShort): Boolean {
      // TODO: Eliminate this check after KT-30016 gets fixed.
      // Currently JS BE does not generate special bridge method for this method.
      if ((element as Any?) !is UShort) return false
      return storage.contains(element.toShort())
  }

  override fun containsAll(elements: Collection<UShort>): Boolean {
      return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }  
  }

  override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function. 
 * 
 * The function [init] is called for each array element sequentially starting from the first one. 
 * It should return the value for an array element given its index.
 *
 * @since Kotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly
 * @receiver UShortArray
 * @param size size of the array
 * @param init function to calculate the value of each element
 * @return new array
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(2)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(3)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}
behavior is unspecified.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

*/
inline operator fun ULongArray.component5(): ULong { return get(4) } * Returns 5th element from the array.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte { return get(4) } * Returns 5th element from the array.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component5(): UShort { return get(4) } * Returns 5th element from the array.

// If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS or
// where the behavior is unspecified.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.elementAt(index: Int): UInt

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAt(index: Int): UShort

// If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS or
// where the behavior is unspecified.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

// If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS or
// `null` if the [index] is out of bounds of this array.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
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 * Returns the last element matching the given [predicate], or `null` if no such element was found.
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 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

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 * Returns first element.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}
class DNACPlatformGuardian

// Open Source Used In DNAC Platform Guardian

import com.google.common.reflect.TypeToken
import java.util.Arrays
import kotlin.reflect.KClass
import kotlin.reflect.KFunction
import kotlin.reflect.KParameter
import kotlin.reflect.KType
import kotlin.reflect.full.

class DNACPlatformGuardian

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import com.google.common.reflect.TypeToken
import java.util.Arrays
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 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/*
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/*
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/*
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/*
 * Returns the first element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/*
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/*
 * Returns the first element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

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 * Returns the first element, or `null` if the array is empty.
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 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return element
    return null
}

/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
}

/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
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public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

/*
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}
return element
    return null
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
} * Returns the first index of [element], or -1 if the array does not contain [element].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
} * Returns the first index of [element], or -1 if the array does not contain [element].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
} * Returns the first index of [element], or -1 if the array does not contain [element].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
} * Returns the first index of [element], or -1 if the array does not contain [element].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toInt()) }
} * Returns the first index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toLong()) }
} * Returns the first index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toByte()) }
} * Returns the first index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toShort()) }
} * Returns the first index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toInt()) }
} * Returns the last index of the last element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toLong()) }
} * Returns the last index of the last element matching the given [predicate], or -1 if the array does not contain such element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
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@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toShort()) }
} * Returns the last index of the last element matching the given [predicate], or -1 if the array does not contain such element.
such element.

 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst {
        it.toULong() 
    }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst {
        it.toUByte() 
    }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst {
        it.toUShort() 
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast {
        it.toUInt() 
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast {
        it.toULong() 
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        it.toUByte() 
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        it.toUShort() 
    }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns the last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns the last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns the last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes

public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}
UIntArray.random(): UInt {\n    return random(Random)\n}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.random(): UByte {\n    return random(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.random(): UShort {\n    return random(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)\n}

/**
 * Returns a random element from this array using the specified source of randomness,
 * or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)\n}
```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}
```

return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun ULongArray.singleOrNull(): ULong? { return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun UByteArray.singleOrNull(): UByte? { return if (size == 1) this[0] else null

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
public fun UShortArray.singleOrNull(): UShort? { return if (size == 1) this[0] else null

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

/**
 * Returns single element matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.drop(n: Int): List<UShort> {...
IllegalArgumentException if \( n \) is negative.

```kotlin
samples.collections.Collections.Transformations.dropLast

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.dropLast(n: Int): List<UInt> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}**\*n * Returns a list containing all elements except last \[ n \] elements.\n
@throws IllegalArgumentException if \( n \) is negative.\n
```samples.collections.Collections.Transformations.dropLast

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.dropLast(n: Int): List<ULong> {\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}**\*n * Returns a list containing all elements except last \[ n \] elements.\n
@throws IllegalArgumentException if \( n \) is negative.\n
```kotlin
samples.collections.Collections.Transformations.dropLast

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.dropLast(n: Int): List<UByte>{\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}**\*n * Returns a list containing all elements except last \[ n \] elements.\n
```samples.collections.Collections.Transformations.dropLast

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.dropLast(n: Int): List<UShort>{\n    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n}**\*n * Returns a list containing all elements except last \[ n \] elements.\n
```samples.collections.Collections.Transformations.dropLast

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}**\*n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropLastWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}**\*n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropLastWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}**\*n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropLastWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return take(index + 1)\n        }\n    }\n    return emptyList()\n}**\*n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropLastWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {\n    var yielding = false\n    val list = ArrayList<UInt>()\n    for (item in this) {\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            yielding = true\n            list.add(item)\n        }\n    }\n    return list\n}**\*n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {\n    var yielding = false\n    val list = ArrayList<ULong>()\n    for (item in this) {\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            yielding = true\n            list.add(item)\n        }\n    }\n    return list\n}**\*n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {\n    var yielding = false\n    val list = ArrayList<UByte>()\n    for (item in this) {\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            yielding = true\n            list.add(item)\n        }\n    }\n    return list\n}**\*n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropWhile

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {\n    var yielding = false\n    val list = ArrayList<UShort>()\n    for (item in this) {\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            yielding = true\n            list.add(item)\n        }\n    }\n    return list\n}**\*n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n
```samples.collections.Collections.Transformations.dropWhile

Open Source Used In DNAC Platform Guardian 5858
ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate].
 * @sample samples.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item))
            list.add(item)
            yielding = true
    return list
}

/**
 * Returns a list containing all elements matching the given [predicate].
 * @sample samples.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
public inline fun ULongArray.filterIndexed(predicate: (Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
public inline fun UByteArray.filterIndexed(predicate: (Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
public inline fun UShortArray.filterIndexed(predicate: (Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.Collections.Filtering.filterIndexed
 */
@SinceKotlin("1.3")
public inline fun UByteArray.filterIndexed(predicate: (Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}
given [predicate].

@param [predicate] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.

@sample samples.collections.Collections.Filtering.filterIndexed

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n    return filterIndexedTo(ArrayList<UShort>(), predicate)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}

*\@SinceKotlin("1.3")\*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {\n    return for EachIndexed { index, element }\n        if (predicate(index, element)) destination.add(element)\n    \n}
filterNotTo(ArrayList<UShort>(), predicate)\n
/**
 * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 * \n * @SinceKotlin("1.3")\n *
 * @ExperimentalUnsignedTypes\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 * \n * @SinceKotlin("1.3")\n *
 * @ExperimentalUnsignedTypes\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 * \n * @SinceKotlin("1.3")\n *
 * @ExperimentalUnsignedTypes\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 * \n * @SinceKotlin("1.3")\n *
 * @ExperimentalUnsignedTypes\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
@SinceKotlin("1.3")
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
@SinceKotlin("1.3")
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
@SinceKotlin("1.3")
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.\n */
@SinceKotlin("1.3")
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
List<UByte> { if (indices.isEmpty()) return listOf(); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UShortArray.slice(indices: IntRange):
List<UShort> { if (indices.isEmpty()) return listOf(); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UIntArray.slice(indices: Iterable<Int>):
List<UInt> { val size = indices.collectionSizeOrDefault(10); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun ULongArray.slice(indices: Iterable<Int>):
List<ULong> { val size = indices.collectionSizeOrDefault(10); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UByteArray.slice(indices: Iterable<Int>):
List<UByte> { val size = indices.collectionSizeOrDefault(10); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UShortArray.slice(indices: Iterable<Int>):
List<UShort> { val size = indices.collectionSizeOrDefault(10); 
    return copyOfRange(indices.start, indices.endInclusive + 1).asList(); 
} Returns a list containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices)); 
} Returns an array containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices)); 
} Returns an array containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices)); 
} Returns an array containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices)); 
} Returns an array containing elements at specified [indices].

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList(); 
    if (n >= storage.size)
        return storage.asList(); 
    return storage.sliceArray(0, n).asList(); 
} Returns a list containing first [n] elements. 

@SinceKotlin("1.3")@ExperimentalUnsignedTypes public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList(); 
    if (n >= storage.size)
        return storage.asList(); 
    return storage.sliceArray(0, n).asList(); 
} Returns a list containing first [n] elements.

@throws IllegalArgumentException if [n] is negative.
size) return toList()
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[0])
    var list = ArrayList<UInt>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements satisfying the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {

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if (!predicate(this[index])) {
    return drop(index + 1)
} else {
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong>
    { for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    } return toList()

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte>
    { for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    } return toList()

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort>
    { for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    } return toList()

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()/* Reverses elements in the array in-place.
}

/**
 * Reverses elements in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgument Exception if [fromIndex] is greater
than [toIndex].

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}
```

**Reverses elements of the array in the specified range in-place.**

```kotlin
/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}
```

**Reverses elements of the array in the specified range in-place.**

```kotlin
/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}
```

**Reverses elements of the array in the specified range in-place.**

```kotlin
/**
 * Reverses elements of the array in the specified range in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    storage.reverse(fromIndex, toIndex)
}
```

**Reverses elements of the array in the specified range in-place.**

```kotlin
/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

**Returns a list with elements in reversed order.**

```kotlin
/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

**Returns a list with elements in reversed order.**

```kotlin
/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

**Returns a list with elements in reversed order.**

```kotlin
/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

**Returns an array with elements of this array in reversed order.**

```kotlin
/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}
```

**Returns an array with elements of this array in reversed order.**

```kotlin
/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}
```

**Returns an array with elements of this array in reversed order.**

```kotlin
/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}
```

**Returns an array with elements of this array in reversed order.**

```kotlin
/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
```

**Randomly shuffles elements in this array in-place.**

```kotlin
/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}
```

**Randomly shuffles elements in this array in-place.**

```kotlin
/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}
```

**Randomly shuffles elements in this array in-place.**

```kotlin
/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
```

**Randomly shuffles elements in this array in-place.**

```kotlin
/**
 * Randomly shuffles elements in this array in-place.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
```
shuffle(Random)\n} | \n\n/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness. \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin(\"1.4\") @ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random): Unit {
    shuffle(Random)\n} | \n\n/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness. \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin(\"1.4\") @ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random): Unit {
    shuffle(Random)\n} | \n\n/**
 * Randomly shuffles elements in this array in-place using the specified [random]
 * instance as the source of randomness. \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin(\"1.4\") @ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random): Unit {
    shuffle(Random)\n} | \n\n/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()\n        reverse()\n    } | \n\n/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()\n        reverse()\n    } | \n\n/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()\n        reverse()\n    } | \n\n/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()\n        reverse()\n    } | \n\n/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }\n        .asList()\n} | \n\n/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }\n        .asList()\n} | \n\n/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }\n        .asList()\n} | \n\n/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }\n        .asList()\n} | \n\n /**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this\n    return this.copyOf().apply { sort() }\n} | \n\n/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this\n    return this.copyOf().apply { sort() }\n} | \n\n/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this\n    return this.copyOf().apply { sort() }\n} | \n\n/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
@SinceKotlin(\"1.3\") @ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this\n    return this.copyOf().apply { sort() }\n} | \n\n```
elements of this array sorted according to their natural sort order.

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArray(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asIntArray(): IntArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public expect fun UIntArray.asList(): List<UInt>
```

```kotlin
@SinceKotlin("1.3")
public expect fun ULongArray.asList(): List<ULong>
```

```kotlin
@SinceKotlin("1.3")
public expect fun UByteArray.asList(): List<UByte>
```

```kotlin
@SinceKotlin("1.3")
public expect fun UShortArray.asList(): List<UShort>
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArrayOf(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArray(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArrayOf(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArrayOf(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArrayOf(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UByteArray.asByteArrayOf(): ByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun UIntArray.asUByteArrayOf(): UByteArray {
    return storage
}
```

```kotlin
@SinceKotlin("1.3")
public fun ULongArray.asUByteArrayOf(): UByteArray {
    return storage
}
```
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type ShortArray, which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type UByteArray, which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type UIntArray, which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
public inline fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type ULongArray, which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
public inline fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type UShortArray, which is a view of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
public inline fun ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 */
public infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@DepreciatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is 
 * \[List\].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@DepreciatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
    return this?.storage.contentToString()
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
    return this?.storage.contentHashCode()
warning.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
fun UShortArray.contentToString(): String {
    return this.contentToString() ?: "null"
}

/**
 * Returns a string representation of the contents of the specified array as if it is a List.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
    return this?.joinToString(", ", "[", "]") ?: "null"
}

/**
 * Copies this array or its subrange into the destination array and returns that array.
 * It's allowed to pass the same array in the destination and even specify the subrange so that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UIntArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the destination array and returns that array.
 * It's allowed to pass the same array in the destination and even specify the subrange so that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    ULongArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the destination array and returns that array.
 * It's allowed to pass the same array in the destination and even specify the subrange so that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UByteArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }

/**
 * Copies this array or its subrange into the destination array and returns that array.
 * It's allowed to pass the same array in the destination and even specify the subrange so that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    UShortArray {
        storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
        return destination
    }
```

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range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range. * @param destination the [destination] array.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the [destination] array.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset]. * or when that index is out of the [destination] array indices range.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun
UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */

UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toUInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */

ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toULong(), fromIndex, toIndex)
}
(inclusive) to fill, 0 by default. *
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array. *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit

    storage.fill(element.toByte(), fromIndex, toIndex)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit

    storage.fill(element.toShort(), fromIndex, toIndex)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val UIntArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val ULongArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val UByteArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val UShortArray.indices: IntRange
    get() = storage.indices

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.plus(element: UInt): UIntArray

    return UIntArray(storage + element.toInt())

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.plus(element: ULong): ULongArray

    return ULongArray(storage + element.toLong())

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.plus(element: UByte): UByteArray

    return UByteArray(storage + element.toByte())

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.plus(element: UShort): UShortArray

    return UShortArray(storage + element.toShort())

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray

    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray

    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray

    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}

fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}

fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sortArray(fromIndex, toIndex, this, fromIndex, toIndex, size)
}

fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sortArray(fromIndex, toIndex, this, fromIndex, toIndex, size)
}

fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sortArray(fromIndex, toIndex, this, fromIndex, toIndex, size)
}

fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    sortArray(fromIndex, toIndex, this, fromIndex, toIndex, size)
}
by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater
than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
*

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
*

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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    return storage.copyOf()
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* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

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    return storage.copyOf()
}

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
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    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toByteArray(): ByteArray {
    return storage.copyOf()
[ShortArray], which is a copy of this array where each element is a signed reinterpretation
of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly@public inline fun
UShortArray.toShortArray(): ShortArray {
    return storage.copyOf() |n\n\n/**\n * Returns a \*typed\* object array containing all of the elements of this primitive array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntArray.toTypedArray(): Array<UInt>
{\n    return Array(size) { index -> this[index] |n\n\n/**\n * Returns a \*typed\* object array containing all of the elements of this primitive array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UByteArray.toUByteArray(): UByteArray
{\n    return UByteArray(this.copyOf()) |n\n\n/**\n * Returns a \[UByteArray\], which is a copy of this array where each element is an unsigned
reinterpretation
of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@&@kotlin.internal.InlineOnly@public inline fun
ByteArray.toUByteArray(): UByteArray {
    return this.copyOf() |n\n\n/**\n * Returns an array of UByte containing all of the elements of this generic array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun Array<out UByte>.toUByteArray(): UByteArray
{\n    return UByteArray(size) { index -> this[index] |n\n\n/**\n * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
reinterpretation
of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@&@kotlin.internal.InlineOnly@public inline fun
ShortArray.toUShortArray(): UShortArray {
    return this.copyOf() |n\n\n/**\n * Returns a \[UShortArray\], which is a copy of this array where each element is an unsigned
reinterpretation
of the corresponding element of this array.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UShortArray.toUShortArray(): UShortArray
{\n    return storage.copyOf() |n\n\n/**\n * Returns a \[UShortArray\], which is a copy of this array where each element is a signed
reinterpretation
of the corresponding element of this array.

*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes@&@kotlin.internal.InlineOnly@public inline fun <V>
UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {\n    val result = LinkedHashMap UInt, V>(mapCapacity(size).coerceAtLeast(16)) |n\n\n/**\n * Returns a Map where keys are elements from the given array and values are \n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * \n * @sample samples.collections.Collections.Transformations.associateWith

[Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample samples.collections.Collections.Transformations.associateWith

*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <V> UIntArray.associateWithTo(destination: MutableMap<UInt, V>, valueSelector: (UInt) -> V): MutableMap<UInt, V> {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}*

*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <V> ULongArray.associateWithTo(destination: MutableMap<ULong, V>, valueSelector: (ULong) -> V): MutableMap<ULong, V>
{
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}*

*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <V> UByteArray.associateWithTo(destination: MutableMap<UByte, V>, valueSelector: (UByte) -> V): MutableMap<UByte, V>
{
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}*

*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <V> UShortArray.associateWithTo(destination: MutableMap<UShort, V>, valueSelector: (UShort) -> V): MutableMap<UShort, V>
{
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}*

*\@SinceKotlin("1.4")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <V> UCharArray.associateWithTo(destination: MutableMap<UChar, V>, valueSelector: (UChar) -> V): MutableMap<UChar, V>
{
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}*
for (element in this) {destination.put(element, valueSelector(element))}

destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * and its index in the original array.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
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@kotlin.experimental.ExperimentalTypeInference::class)
*\@SinceKotlin("1.4")*\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination
}*\n
*/\n@SinceKotlin("1.4")*\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination
}*\n
*/\n@SinceKotlin("1.4")*\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination
}*\n
*/\n@SinceKotlin("1.4")*\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)*\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}*\n
*/\n@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes*\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)\n        destination.addAll(list)
    }\n    return destination
}
original array.

```
*\n* *\n* @sample samples.collections.Collections.Transformations.groupBy

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K>
*\n* UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupBy

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K>
*\n* ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupBy

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K>
*\n* UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupBy

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K>
*\n* UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupBy
```

```
*\n* *\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K, V>
*\n* UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K, V>
*\n* ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*\n* @SinceKotlin("1.3."")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\n*public inline fun <K, V>
*\n* UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {\n*    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n*}\n* *\n* @sample samples.collections.Collections.Transformations.groupByKeysAndValues
```
the given [keySelector] function applied to the element, * and returns a map where each group key is associated with a list of corresponding values. * The returned map preserves the entry iteration order of the keys produced from the original array. * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
*UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform) * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UInt>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<ULong>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UByte>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UShort>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* MutableByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UByte>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* MutableUShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UShort>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* MutableUIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<UInt>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes
* MutableULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M * for (element in this) * val key = keySelector(element) * val list = destination.getOrPut(key) * ArrayList<ULong>() * list.add(element) * return destination * * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements. * * * @return The [destination] map.
* * * @sample samples.collections.Collections.Transformations.groupBy
MutableMap<K, MutableList<V>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each key group associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each key group associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @sample samples.collections.Transformations.map
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
true
    return false
} * Returns `true` if at least one element matches the given [predicate].

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
} * Returns `true` if at least one element matches the given [predicate].

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
} * Returns `true` if at least one element matches the given [predicate].

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
} * Returns the number of elements matching the given [predicate].

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right.
 * to current accumulator value and each element.
 * It returns the specified [initial] value if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
} * Returns the specified [initial] value if the array is empty.
itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to current accumulator value and each element with its index in the original array.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 * @returns specified [initial] value if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

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empty.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

* @param [initial] value in the original array and current accumulator value.

* Returns the specified [initial] value if the array is empty.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.
function that takes the index of an element and the element itself\n* and performs the action on the element.\n
`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {`\n`    var index = 0`\n`    for (item in this)`\n`        action(index++, item)`\n`}`

`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): ULong {`\n`    var index = 0`\n`    for (item in this)`\n`        action(index++, item)`\n`}`

`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): UByte {`\n`    var index = 0`\n`    for (item in this)`\n`        action(index++, item)`\n`}`

`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): UShort {`\n`    var index = 0`\n`    for (item in this)`\n`        action(index++, item)`\n`}`

`@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public fun UIntArray.max(): UInt? {`\n`    return maxOrNull()`\n`}`

`@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public fun ULongArray.max(): ULong? {`\n`    return maxOrNull()`\n`}`

`@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public fun UByteArray.max(): UByte? {`\n`    return maxOrNull()`\n`}`

`@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public fun UShortArray.max(): UShort? {`\n`    return maxOrNull()`\n`}`

`@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`<R : Comparable<R>>`\n`@kotlin.internal.InlineOnly`\n`UIntArray.maxBy(selector: (UInt) -> R): UInt? {`\n`    return maxByOrNull(selector)`\n`}`

`@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`<R : Comparable<R>>`\n`@kotlin.internal.InlineOnly`\n`ULongArray.maxBy(selector: (ULong) -> R): ULong? {`\n`    return maxByOrNull(selector)`\n`}`

`@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`<R : Comparable<R>>`\n`@kotlin.internal.InlineOnly`\n`UByteArray.maxBy(selector: (UByte) -> R): UByte? {`\n`    return maxByOrNull(selector)`\n`}`

`@Deprecated("Use maxByOrNull instead.", ReplaceWith("maxByOrNull(selector)"))`\n`@DeprecatedSinceKotlin(warningSince = "1.4")`\n`@SinceKotlin("1.3")`\n`@ExperimentalUnsignedTypes`\n`@kotlin.internal.InlineOnly`\n`public inline fun`\n`<R : Comparable<R>>`\n`@kotlin.internal.InlineOnly`\n`UShortArray.maxBy(selector: (UShort) -> R): UShort? {`\n`    return maxByOrNull(selector)`\n`}`
*\@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v)
            maxElem = e
            maxValue = v
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * 
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.maxOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
by [selector] function applied to each element in the array. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

```
NoSuchElementException()  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
if (maxValue < v) {  
maxValue = v
}  
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
ByLambdaReturnType  @ExperimentalUnsignedTypes  @kotlin.internal.InlineOnly  
public inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {  
if (isEmpty()) throw NoSuchElementException()  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
if (maxValue < v) {  
maxValue = v
}  
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
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public inline fun <R : Comparable>R>> UShortArray.maxOf(selector: (UShort) -> R): R {  
if (isEmpty()) throw NoSuchElementException()  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
if (maxValue < v) {  
maxValue = v
}  
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
ByLambdaReturnType  @ExperimentalUnsignedTypes  @kotlin.internal.InlineOnly  
public inline fun <R : Comparable>R>> UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {  
if (isEmpty()) return null  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
maxValue = maxOf(maxValue, v)
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
ByLambdaReturnType  @ExperimentalUnsignedTypes  @kotlin.internal.InlineOnly  
public inline fun <R : Comparable>R>> ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {  
if (isEmpty()) return null  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
maxValue = maxOf(maxValue, v)
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
ByLambdaReturnType  @ExperimentalUnsignedTypes  @kotlin.internal.InlineOnly  
public inline fun <R : Comparable>R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {  
if (isEmpty()) return null  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
maxValue = maxOf(maxValue, v)
}  
return maxValue
}  

* @since Kotlin("1.4")  @OptIn(kotlin.experimental.ExperimentalTypeInference::class)  @OverloadResolution  
ByLambdaReturnType  @ExperimentalUnsignedTypes  @kotlin.internal.InlineOnly  
public inline fun <R : Comparable>R>> UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {  
if (isEmpty()) return null  
var maxValue = selector(this[0])  
for (i in 1..lastIndex) {  
val v = selector(this[i])  
maxValue = maxOf(maxValue, v)
}  
return maxValue
}
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

<R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (maxValue < v) {
            maxValue = v\n        }\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

<R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (maxValue < v) {
            maxValue = v\n        }\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

<R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (maxValue < v) {
            maxValue = v\n        }\n    }\n    return maxValue\n}\n
*\n
@SinceKotlin("1.4")\n
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n
@OverloadResolution
ByLambdaReturnType\n
@ExperimentalUnsignedTypes\n
@kotlin.internal.InlineOnly\n
public inline fun

<R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {
        val v = selector(this[i])\n        if (maxValue < v) {
            maxValue = v\n        }\n    }\n    return maxValue\n}\n
*
maxValue = \n |\n return maxValue\n} ** Returns the largest value according to the provided [comparator]\n* among all values produced by [selector] function applied to each element in the array.\n* \n* @throws NoSuchElementException if the array is empty.\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\n\npublic inline fun <R>\nUByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n *\n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\n\npublic inline fun <R>\nUShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n *\n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\n\npublic inline fun <R>\nULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n *\n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\n\n\npublic inline fun <R>\nUIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty())
        return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty())
        return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.maxOrNull(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.maxOrNull(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxOrNull(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided `comparator` or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        e = this[i]
        v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        e = this[i]
        v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        e = this[i]
        v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        e = this[i]
        v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```

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{\n    minElem = e
    minValue = v
    }\n    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function \n* applied to each element in the array. \n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`. \n* @throws NoSuchElementException if the array is empty. \n*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by [selector] function
 * applied to each element in the array.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
UIntArray.minOf(selector: (UInt) -> Float): Float

var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

UByteArray.minOf(selector: (UByte) -> Float): Float

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

UShortArray.minOf(selector: (UShort) -> Float): Float

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    minValue = minOf(minValue, v)
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

Comparable<*>.minOf(selector: (UShort) -> R): R

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

UIntArray.minOf(selector: (UInt) -> Float): Float

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

Comparable<*>.minOf(selector: (UInt) -> R): R

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

UByteArray.minOf(selector: (UByte) -> Float): Float

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```

UShortArray.minOf(selector: (UShort) -> Float): Float

```
var minValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (minValue > v) {
        minValue = v
    }
    return minValue
}

**Returns the smallest value among all values produced by [selector] function applied to each element in the array.**

*Throws NoSuchElementException if the array is empty.*

```
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
By LambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
```

```kotlin
/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
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        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

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 * Returns the smallest value according to the provided 
 * [comparator] among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements:
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
```
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

public inline fun <R> ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

public inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

public inline fun <R> UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

public inline fun <R> ULongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
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        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
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 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.Inline

public inline fun <R> UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
Returns the smallest element or `null` if there are no elements.

```kotlin
*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UIntArray.minOrNull(): UInt? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (min > e) min = e
    }
    return min
}
```

```kotlin
*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun ULongArray.minOrNull(): ULong? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (min > e) min = e
    }
    return min
}
```

```kotlin
*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UByteArray.minOrNull(): UByte? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (min > e) min = e
    }
    return min
}
```

```kotlin
*An@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UShortArray.minOrNull(): UShort? {
    if (isEmpty()) return null
    var min = this[0] for (i in 1..lastIndex) {
        val e = this[i] if (min > e) min = e
    }
    return min
}
```

```kotlin
@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    return minWithOrNull(comparator)
}
```

```kotlin
@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    return minWithOrNull(comparator)
}
```

```kotlin
@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    return minWithOrNull(comparator)
}
```

```kotlin
@Deprecated("Use minWithOrNull instead.", ReplaceWith("minWithOrNull(comparator)"))
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    return minWithOrNull(comparator)
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.none(): Boolean {
    return isEmpty()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
```
Open Source Used In DNAC Platform Guardian
UByteArray.onEachIndexed(action: (Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) }
    }

/**
 * Performs the given [action] on each element, providing sequential index
 * with the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun UByteArray.onEachIndexed(action: (Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) }
    }

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.reduce(operation: (Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduce(operation: (Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduce(operation: (Int, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.reduceIndexed(operation: (Int, UShort) -> UShort): UShort {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceIndexed(operation: (Int, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

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 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
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    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..<lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * current accumulator value and each element with its index in the original array.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes the index of an element, current accumulator value and
 * the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public inline fun
ULongArray.reduceIndexedOrNonNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index])
  } return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceIndexedOrNonNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index])
  } return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element with its index in the original array.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceIndexedOrNonNull(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(index, accumulator, this[index])
  } return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
  } return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
  } return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * 
 * @sample samples.collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? { if (isEmpty()) return null
  var accumulator = this[0] for (index in 1..lastIndex) { accumulator = operation(accumulator, this[index])
  } return accumulator
}
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort): UShort? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRightIndexed(operation: (Int, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRightIndexed(operation: (Int, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightIndexed(operation: (Int, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * @throws an exception if this array is empty. If the array can be empty in an expected way, @n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * @n * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRightIndexed(operation: (Int, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
    }
    return accumulator
}
fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

fun UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

fun ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}

    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--) while (index >= 0) { 
        accumulator = operation(index, get(index), accumulator)
    } return accumulator
}
* and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRightIndexedOrNull(oper: (Int, ULong, acc: ULong) -> ULong): ULong? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightIndexedOrNull(oper: (Int, UByte, acc: UByte) -> UByte): UByte? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRightIndexedOrNull(oper: (Int, UShort, acc: UShort) -> UShort): UShort? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRightOrNull(oper: (UInt, acc: UInt) -> UInt): UInt? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRightOrNull(oper: (ULong, acc: ULong) -> ULong): ULong? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightOrNull(oper: (UByte, acc: UByte) -> UByte): UByte? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightOrNull(oper: (UByte, acc: UByte) -> UByte): UByte? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightOrNull(oper: (UByte, acc: UByte) -> UByte): UByte? {
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = oper(get(index--), accumulator)
    }
    return accumulator
}
```
accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left to each element and current accumulator value.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * Returns 'null' if the array is empty.\n * \n * See more at [samples.collections.Collections.Aggregates.reduceRightOrNull()](https://kotlinlang.org/api/latest/stdlib/stdlib-kotlin.collections/aggregates/reduce-right-or-null.html)\n */
@SinceKotlin("1.4.1")
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * See more at [samples.collections.Collections.Aggregates.runningFold()](https://kotlinlang.org/api/latest/stdlib/stdlib-kotlin.collections/aggregates/running-fold.html)\n */
@SinceKotlin("1.4.1")
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
Return a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return listOf(UInt.valueOf(0))
    return reduce(operation)
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return listOf(ULong.valueOf(0))
    return reduce(operation)
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return listOf(UByte.valueOf(0))
    return reduce(operation)
}
```

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. *Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.*

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return listOf(UShort.valueOf(0))
    return reduce(operation)
}
```
emptyList()
var accumulator = this[0]
val result = ArrayList<UInt>(size).apply { add(accumulator) }
for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
}
return result

/*
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element and current accumulator value that starts with the first element of
 * this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would
 * affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInteger>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
samples.collections.Collections.Aggregates.runningReduce

*\@SinceKotlin("1.4")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
\n if (isEmpty()) return emptyList() \n var accumulator = this[0] \n val result = ArrayList<UByte>(size).apply { \n add(accumulator) } \n for (index in 1 until size) { \n accumulator = operation(index, accumulator, this[index]) \n result.add(accumulator) \n } \n return result\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element and current accumulator value that starts with [initial] value. \n * Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n * @sample samples.collections.Collections.Aggregates.scan
 */

    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with [initial] value. \n * Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * @sample samples.collections.Collections.Aggregates.scan
 */

public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with [initial] value. \n * Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * @sample samples.collections.Collections.Aggregates.scan
 */

public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with [initial] value. \n * Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * @sample samples.collections.Collections.Aggregates.scan
 */

public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right \n * to each element, its index in the original array and current accumulator value that starts with [initial] value. \n * Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * @sample samples.collections.Collections.Aggregates.scan
 */

    return runningFoldIndexed(initial, operation)
}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n@SinceKotlin("1.3.4")\n@ExperimentalStdlibApi\n\npublic fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduce(operation)
}

@kotlin.internal.InlineOnly
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumOf(selector: (UInt) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumOf(selector: (ULong) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumOf(selector: (UByte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in
 * the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfUInt")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {
    var sum = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {
    var sum = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {
    var sum = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {
    var sum = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {
    var sum = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {
    var sum = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */

public inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {
    var sum = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections` @sample samples.collections.Operations.zipIterable

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterable`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

`@SinceKotlin("1.3")` @ExperimentalUnsignedTypes `@sample samples.collections.Operations.zipIterableWithTransform`
the shortest collection.

*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes
\@Sample.samples.collections.Operations.zipIterable

\*\@InfixFun<\R>\@UShortArray.zip(\other:\ Iterable<\R>): List<Pair<UShort, \R>> { \n    return zip(\other) { \t1, \t2 -> t1 to t2 } \n} \n/**\n \* Returns a list of values built from the elements of \this\ array and the \[other\] collection with the same index
 \* using the provided \[transform\] function applied to each pair of elements.\n \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UIntArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of values built from the elements of \this\ array and the \[other\] collection with the same index
 \* using the provided \[transform\] function applied to each pair of elements.\n \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ ULongArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of values built from the elements of \this\ array and the \[other\] collection with the same index
 \* using the provided \[transform\] function applied to each pair of elements.\n \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UByteArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of values built from the elements of \this\ array and the \[other\] collection with the same index
 \* using the provided \[transform\] function applied to each pair of elements.\n \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UShortArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UByteArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UIntArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ ULongArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UByteArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UShortArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UByteArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable

*\@InfixFun<\R>\@ UIntArray.zip(\other: \Iterable<\R>): List<\V> { \n    \val arraySize = size \n    \val list = ArrayList<\V>(minOf(\other.collectionSizeOrDefault(10), \arraySize)) \n    \for i = 0 \n    \{ \n        if (i >= arraySize) break \n        list.add(transform(\this[i++], \element)) \n    } \n    \\return \list \n} \n/**\n \* Returns a list of pairs built from the elements of \this\ array and the \[other\] collection with the same index
 \* The returned list has length of the shortest collection.\n \* @sample samples.collections.Operations.zipIterable
from the elements of 'this' array and the [other] array with the same index
* The returned list has length of the shortest array.
* The returned list has length of the shortest array.
* The returned list has length of the shortest array.
* The returned list has length of the shortest array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UByte>.sum(): UInt {
    return sumBy { it.toUInt() }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Array<out UShort>.sum(): UInt {
    return sumBy { it.toUInt() }
}
```

* The returned list has length of the shortest array.
* The returned list has length of the shortest array.
* The returned list has length of the shortest array.
* The returned list has length of the shortest array.

---

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/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this) {
        result[index++] = element
    }
    return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this) {
        result[index++] = element
    }
    return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this) {
        result[index++] = element
    }
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this) {
        result[index++] = element
    }
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(maxOf(a, b), c)
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(maxOf(a, maxOf(b, c)), c)
}
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
maxOf(a: UByte, b: UByte, c: UByte): UByte {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater
of three values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun
maxOf(a: UInt, vararg other: UInt): UInt {\n var max = a\n for (e in other) max = maxOf(max, e)\n return
max\n}\n\n/**\n * Returns the greater of the given values.\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, vararg other: ULong):
ULong {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n}\n\n/**\n * Returns the greater
of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte,
vararg other: UByte): UByte {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n}\n\n/**\n
* Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun
maxOf(a: UShort, vararg other: UShort): UShort {\n var max = a\n for (e in other) max = maxOf(max, e)\n
return max\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UInt, b: UInt): UInt {\n return if
(a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: ULong, b: ULong): ULong {\n
return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UByte, b: UByte): UByte {\n
return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UShort, b: UShort): UShort {\n
return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
minOf(a: UInt, b: UInt, c: UInt): UInt {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three
values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the
smaller of three values.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
minOf(a: UByte, b: UByte, c: UByte): UByte {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller
of three values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns
the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a:
UInt, vararg other: UInt): UInt {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n
* Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun
minOf(a: ULong, vararg other: ULong): ULong {\n var min = a\n for (e in other) min = minOf(min, e)\n return
min\n}\n\n/**\n * Returns the smaller of the given values.\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UByte, vararg other: UByte):
UByte {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of
the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UShort, vararg
other: UShort): UShort {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n","/*\n *
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governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"URangesKt\")\n\npackage
kotlin.ranges\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns a
random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntRange.random(): UInt {\n return random(Random)\n}\n\n/**\n * Returns a random element from this range.\n

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* @throws IllegalArgumentException if this range is empty.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random())
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes@public fun UIntRange.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@ExperimentalUnsignedTypes@public fun ULongRange.random(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Checks if the specified [element] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun UIntRange.contains(element: UByte): Boolean {
    return contains(element.toUInt())
}

/**
 * Checks if the specified [element] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun ULongRange.contains(element: UByte): Boolean {
    return contains(element.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun UIntRange.contains(value: UByte): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ ExperimentalUnsignedTypes@public operator fun ULongRange.contains(value: ULong): Boolean {
    return (value shr ULong.SIZE_BITS) == 0uL && contains(value.toUInt())
}
than or equal to `this` value.

* If the [to] value is greater than `this` value the returned progression is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte):
UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt):
UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong):
ULongProgression {
    return ULongProgression.fromClosedRange(this.toULong(), to.toULong(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 * Returns a progression from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.coerceAtLeast(minimumValue: UInt):
UInt {
    return if (this < minimumValue) minimumValue else this
}

*/
or the [minimumValue] otherwise.

```kotlin
@Sample
@SinceKotlin("1.3")
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    return this
}
```

```kotlin
@Sample
@SinceKotlin("1.3")
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    return this
}
```
return sum
}

/**
 * Returns the sum of all elements in the sequence.
 *
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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*/

package kotlin

public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public
expect open class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public
expect open class NumberFormatException : IllegalArgumentException {
    constructor()
    constructor(message: String?)
}

public
expect open class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public
expect open class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public
expect open class AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`,
 * but returned something instead.
 */
@SinceKotlin("1.4")
@PublishedApi
internal class KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}

/**
 * Returns the detailed description of this throwable
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun Throwable.stackTraceToString(): String

/*
 * Package kotlin

*/

open expect class Error : Throwable
open expect fun "toString"(...): String
open expect fun "equals"(other: Any): Boolean
open expect fun "hashCode"(): Int
open expect fun "notify"(): Unit
open expect fun "notifyAll"(): Unit
open expect fun "wait"(timeout: Long): Boolean
open expect fun "wait"(timeout: Long, nanoTimeout: Long): Boolean

of this throwable to the standard output or standard error output.

```kotlin
public expect fun Throwable.printStackTrace(): Unit
```

- The list can be empty;
- if no exceptions were suppressed;
- if the platform doesn't support suppressed exceptions;
- if this [Throwable] instance has disabled the suppression.

```kotlin
public expect fun Throwable.addSuppressed(exception: Throwable)
```

- Returns a list of all exceptions that were suppressed in order to deliver this exception.

```kotlin
public expect val Throwable.suppressedExceptions: List<Throwable>
```

---

```kotlin
package kotlin.js

import kotlin.annotation.AnnotationTarget.*

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 */
@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
@OptionalExpectation
public expect annotation class JsName(val name: String)

/**
 * Marks experimental JS export annotations.
 *
 * Note that behavior of these annotations will likely be changed in the future.
 *
 * Usages of such annotations will be reported as warnings unless an explicit opt-in within
 * the [OptIn] annotation, e.g.
 * `-opt-in=kotlin.js.ExperimentalJsExport` compiler option
 * is given.

`-opt-in` is disabled by default as a way to avoid any semantic changes to code
that is compiled with Kotlin 1.4 and used with an older version of the platform.

The `-opt-in` option is enabled by default with Kotlin 1.5.

This annotation is experimental, meaning that restrictions mentioned above are subject to change.

```kotlin
@OptIn(ExperimentalJsExport::class)`
```

---

```kotlin
package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over.
 * @param T the type of element being iterated over. The iterator is covariant in its element type.
 */
public interface Iterable<out T> {

    /**
     * Returns an iterator over the elements of this object.
     */
    public operator fun iterator(): Iterator<T>
}
```

```kotlin
package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * A generic collection of elements. Methods in this interface support only read-only access to the collection;
 * read/write access is supported through the [MutableCollection] interface.
 * @param E the type of elements contained in the collection.
 */
public interface Collection<out E> : Iterable<E> {

    // Query Operations
    /**
     * Returns the size of the collection.
     */
    public fun size: Int

    /**
     * Returns `true` if the collection is empty (contains no elements), `false` otherwise.
     */
    public fun isEmpty():
Boolean

* Checks if the specified element is contained in this collection.

public operator fun contains(element: @UnsafeVariance E): Boolean

override fun iterator(): Iterator<E> // Bulk Operations

* Checks if all elements in the specified collection are contained in this collection.

public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean

* A generic collection of elements that supports adding and removing elements.

* @param E the type of elements contained in the collection. The mutable collection is invariant in its element type.

* /\public interface MutableList<@UnsafeVariance E>: Collection<E>, MutableList<E> { // Query Operations

override fun add(element: E): Boolean

override fun remove(element: E): Boolean

* Adds the specified element to the end of this list.

* @return ‘true’ if the element has been added, ‘false’ if the collection does not support duplicates

* and the element is already contained in the collection.

* /\public fun add(element: E): Boolean

* Removes a single instance of the specified element from this list, if it is present.

* @return ‘true’ if the element has been successfully removed; ‘false’ if it was not present in the collection.

* /\public fun remove(element: E): Boolean

* // Bulk Modification Operations

* Adds all of the elements of the specified collection to the end of this list.

* The elements are appended in the order they appear in the specified collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun removeAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all of this collection’s elements that are also contained in the specified collection.

* @return ‘true’ if any element was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.

* /\public interface List<@UnsafeVariance E>: Collection<@UnsafeVariance E>, MutableList<@UnsafeVariance E> { // Query Operations

override fun iterator(): Iterator<E> // Bulk Operations

override fun contains(element: @UnsafeVariance E): Boolean

override fun iterator(): Iterator<E>

// Bulk Modification Operations

* Adds all of the elements of the specified collection to this collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all elements from this collection.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.

* /\public interface MutableList<@UnsafeVariance E>: Collection<E>, MutableList<E> { // Query Operations

override fun add(element: E): Boolean

override fun remove(element: E): Boolean

* Adds the specified element to the end of this list.

* @return ‘true’ if the element has been added, ‘false’ if the collection does not support duplicates

* and the element is already contained in the collection.

* /\public fun add(element: E): Boolean

* Removes a single instance of the specified element from this list, if it is present.

* @return ‘true’ if the element has been successfully removed; ‘false’ if it was not present in the collection.

* /\public fun remove(element: E): Boolean

* // Bulk Modification Operations

* Adds all of the elements of the specified collection to the end of this list.

* The elements are appended in the order they appear in the specified collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all elements from this collection.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.

* /\public interface List<@UnsafeVariance E>: Collection<@UnsafeVariance E>, MutableList<@UnsafeVariance E> { // Query Operations

override fun iterator(): Iterator<E> // Bulk Operations

override fun contains(element: @UnsafeVariance E): Boolean

override fun iterator(): Iterator<E>

// Bulk Modification Operations

* Adds all of the elements of the specified collection to this collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all elements from this collection.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.

* /\public interface MutableList<@UnsafeVariance E>: Collection<E>, MutableList<E> { // Query Operations

override fun add(element: E): Boolean

override fun remove(element: E): Boolean

* Adds the specified element to the end of this list.

* @return ‘true’ if the element has been added, ‘false’ if the collection does not support duplicates

* and the element is already contained in the collection.

* /\public fun add(element: E): Boolean

* Removes a single instance of the specified element from this list, if it is present.

* @return ‘true’ if the element has been successfully removed; ‘false’ if it was not present in the collection.

* /\public fun remove(element: E): Boolean

* // Bulk Modification Operations

* Adds all of the elements of the specified collection to the end of this list.

* The elements are appended in the order they appear in the specified collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all elements from this collection.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.

* /\public interface List<@UnsafeVariance E>: Collection<@UnsafeVariance E>, MutableList<@UnsafeVariance E> { // Query Operations

override fun iterator(): Iterator<E> // Bulk Operations

override fun contains(element: @UnsafeVariance E): Boolean

override fun iterator(): Iterator<E>

// Bulk Modification Operations

* Adds all of the elements of the specified collection to this collection.

* @return ‘true’ if any of the specified elements was added to the collection, ‘false’ if the collection was not modified.

* /\public fun addAll(elements: Collection<@UnsafeVariance E>): Boolean

* Retains only the elements in this collection that are also contained in the specified collection.

* @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.

* /\public fun retainAll(elements: Collection<@UnsafeVariance E>): Boolean

* Removes all elements from this collection.

* /\public fun clear(): Unit

* A generic ordered collection of elements. Methods in this interface support only read-only access to the list.

* read/write access is supported through the [mutableList] interface.

* @param E the type of elements contained in the list. The list is covariant in its element type.
list at the specified [index].

```kotlin
* @return 'true' if the list was changed as the result of the operation.

```
Boolean = hasNext

override fun nextChar(): Char { 
    val value = next
    if (value == finalElement) {
        if (hasNext) throw kotlin.NoSuchElementException()
        hasNext = false
    } else {
        next += step
        return value.toChar()
    }
}

/**
 * Checks if the progression is empty.
 */
public open fun isEmpty(): Boolean = hasNext

/**
 * The step of the progression.
 */
public val step: Int = step

override fun iterator(): CharIterator = CharProgressionIterator(first, last, step)

/**
 * A progression of values of type `Char`.
 */
public open class CharProgression
    internal constructor
    (start: Char, endInclusive: Char, step: Int)

/**
 * An iterator over a progression of values of type `Char`.
 */
internal class CharProgressionIterator(first: Char, last: Char, step: Int) : CharIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
            return value.toChar()
        }
    }
}

/**
 * An iterator over a progression of values of type `Long`.
 */
public open class LongProgression
    internal constructor
    (start: Long, endInclusive: Long, step: Long)

/**
 * An iterator over a progression of values of type `Long`.
 */
internal class LongProgressionIterator(first: Long, last: Long, step: Long) : LongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextLong(): Long {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
            return value
        }
    }
}

/**
 * A progression of values of type `Int`.
 */
public open class IntProgression
    internal constructor
    (start: Int, endInclusive: Int, step: Int)

/**
 * A progression of values of type `Int`.
 */
internal class IntProgressionIterator(first: Int, last: Int, step: Int) : IntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
            return value
        }
    }
}

/**
 * A progression of values of type `Int`.
 */
public open class IntProgression
    internal constructor
    (start: Int, endInclusive: Int, step: Int)

/**
 * A progression of values of type `Int`.
 */
internal class IntProgressionIterator(first: Int, last: Int, step: Int) : IntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
            return value
        }
    }
}
open override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step]. In order to go backwards the [step] must be negative.
         * [step] must be greater than 'Int.MIN_VALUE' and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int) = IntProgression(rangeStart, rangeEnd, step)
    }

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

    internal constructor
        (start: Long,
        endInclusive: Long,
        step: Long
    ) : Iterable<Long> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
        first == other.first && last == other.last && step == other.step
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progression starts with the `rangeStart` value and goes toward the `rangeEnd` value not excluding it, with the specified `step`. In order to go backwards the `step` must be negative.
         * `step` must be greater than `Long.MIN_VALUE` and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long) = LongProgression(rangeStart, rangeEnd, step)
    }


list of code elements which are the possible annotation targets

```kotlin
/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    SOURCE, BINARY, RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class AllowedTargets(list of allowed targets)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.RUNTIME)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(AnnotationRetention.RUNTIME)
public annotation class MustBeDocumented

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.RUNTIME)
internal annotation class PlatformDependent
```

---

Open Source Used in DNAC Platform Guardian 5834

---

/*
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 *
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 * you may not use this file except in compliance with the License.
 * You may obtain a copy of the License at
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 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing,
 * software distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and limitations under the License.
 */

package kotlin.internal

private fun mod(a: Int, b: Int): Int {
    return a % b
}

private fun mod(a: Long, b: Long): Long {
    return a % b
}

    return Triple(a.first % b.first, a.second % b.second, a.third % b.third)
}

---

Open Source Used in DNAC Platform Guardian 5834
differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \[ start \to end \] in case of a positive \[ step \], or from \[ end \] to \[ start \] in case of a negative \[ step \].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * \[ \text{step} > 0 \] and \[ start <= end \] or \[ \text{step} < 0 \] and \[ start >= end \].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \[ start \to end \] in case of a positive \[ step \], or from \[ end \] to \[ start \] in case of a negative \[ step \].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * \[ \text{step} > 0 \] and \[ start <= end \] or \[ \text{step} < 0 \] and \[ start >= end \].
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic?, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++]
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++]
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++]
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++]
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++]
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++]
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
}
< array.size
override fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException("Index out of range")

fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException("Index out of range")
}

fun <T> arrayConcat(a: T, b: T): T {
    return concat(js("arguments"))
}

fun primitiveArrayConcat(a: T, b: T): T {
    val args = js("arguments")
    if (a is Array<*> && !a.asDynamic().hasOwnProperty("type")) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].length
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i]
            for (j in 0 until arr.length) {
                result[size++].copyFrom(arr[j])
            }
        }
        return result
    }
}

fun booleanArrayOf() = withType("BooleanArray", js("new BooleanArray()"))

fun charArrayOf() = withType("CharArray", js("new Uint16Array()"))

fun longArrayOf() = withType("LongArray", js("new LongArray()"))

fun floatArrayOf() = withType("FloatArray", js("new FloatArray()"))
encapsulates the given [Throwable] [exception] as failure.

@Suppress("INAPPLICABLE_JVM_NAME")
@InlineOnly
@JvmName("failure")
public inline fun <T> failure(exception: Throwable): Result<T> =
    Result(createFailure(exception))

internal class Failure(
    @JvmField
    val exception: Throwable
) : Serializable {
    override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
    override fun hashCode(): Int = exception.hashCode()
    override fun toString(): String = "Failure($exception)"
}

/**
 * Creates an instance of internal marker [Result.Failure] class to
 * make sure that this class is not exposed in ABI.
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any =
    Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function minimizes
 * inlined bytecode for [getOrThrow] and makes sure that in the future we can *
 * add some exception-augmenting logic here (if needed).
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}

/**
 * Calls the specified function [block] and returns its
 * encapsulated result if invocation was successful,
 * catching any [Throwable] exception that was thrown from the
 * [block] function execution and encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Calls the specified function [block] with `this` value as
 * its receiver and returns its encapsulated result if invocation was successful,
 * catching any [Throwable] exception
 * that was thrown from the [block] function execution and encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

// extensions ---

/**
 * Returns the encapsulated value if this instance represents [success]
 * or throws the encapsulated [Throwable] exception if it is [failure].
 * This function is a
 * shorthand for `getOrElse { throw it }` (see [getOrElse]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.getOrThrow(): T {
    throwOnFailure()
    return value as T
}

/**
 * Returns the encapsulated value if this instance represents [success]
 * or the result of [onFailure] function for
 * the encapsulated [Throwable] exception if it is [failure].
 * This function rethrows
 * any [Throwable] exception thrown by [onSuccess] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

/**
 * Returns the encapsulated value if this instance represents [success]
 * or the [defaultValue] if it is [failure].
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}

/**
 * Returns the result of [onSuccess] for the
 * encapsulated [Throwable] exception if it is [failure] or
 * the result of [onFailure] function
 * for the encapsulated [Throwable] exception if it is [failure].
 * This function rethrows
 * any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

/**
 * Returns the encapsulated result of the given
 * [transform] function applied to the encapsulated value
 * if this instance represents [success] or
 * the original encapsulated [Throwable] exception if it is [failure].
 * This function rethrows any [Throwable] exception thrown by [transform] function.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
InvocationKind.AT_MOST_ONCE)\n \n } \n return when (\n isSuccess -> Result.success(transform(value as T))\n else -> Result(value)\n )\n
\n * \n * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * \n * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [map] for an alternative that rethrows exceptions from 'transform' function.\n
@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.recover(transform: (value: T) -> R): Result<R> {\n    return when {\n        isSuccess -> Result.success(transform(value as T))\n        else -> Result(value)\n    }\n}

/**
 * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n * if this instance represents [failure][Result.isFailure] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n * \n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.\n */
@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {\n    val value = value // workaround for inline classes BE bug\n    return when (\n        val exception = exceptionOrNull() { \n            null -> this\n            else -> runCatching { transform(exception) }\n        }\n    ) {\n        null -> this\n        else -> runCatching { transform(exceptionOrNull()) { \n            null -> this\n            else -> runCatching { transform(exception) }\n        } }\n    }
}

/**
 * Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].
 * Returns the original `Result` unchanged.
 */
@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {\n    if (isSuccess) action(value as T)\n    return this\n}

/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].
 * Returns the original 'Result' unchanged.
 */
@SinceKotlin("1.3")\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Continuation<T>.resume(value: T): Unit =\n    resumeWith(Result.success(value))

/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")\n@InlineOnly\n@SinceKotlin("1.3")\n@Retention( RetentionTarget.ANNOTATION_TARGET.\n    CLASS)\n@Retention( RetentionTarget.\n    BINARY)\npublic annotation class Continuation\n
/**
 * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n * return value of the last suspension point.
 */\npublic fun resumeWith(result: Result<\n        T>)\n    \n
/**
 * Interface representing a continuation after a suspension point that returns a value of type `T`.
 */
@SinceKotlin("1.3")\n@Target(\n    AnnotationTarget.CLASS)\n@Retention(\n    RetentionTarget.\n    BINARY)\npublic annotation class Continuation\n
/**
 * Returns the return value of the last suspension point.
 */\n@SinceKotlin("1.3")\n@InlineOnly\n@InlineOnly\n@SinceKotlin("1.3")\n@Retention( RetentionTarget.ANNOTATION_TARGET.\n    CLASS)\n@Retention( RetentionTarget.\n    BINARY)\npublic annotation class Continuation\n
/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the\n * last suspension

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suspension.

* Returns the result of the coroutine or throws its exception if it does not suspend or

[COROUTINE_SUSPENDED] if it suspends.

* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.

* In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might

* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.
Repeated invocation of any resume function on the resulting continuation corrupts the \* state machine of the coroutine and may result in arbitrary behaviour or exception.\n
```kotlin
@SinceKotlin("1.3")
public actual fun <R, T>
(suspend R.() -> T).createCoroutineUnintercepted(\n    receiver: R, \n    completion: Continuation<T>)\n: Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter \`suspended\` if
    this.asDynamic().length == 3 \n    // When \`suspended\` is true the continuation is created, but not executed\n    this.asDynamic()(receiver, completion, true) \n    else {
        createCoroutineFromSuspendFunction(completion) \n        createCoroutineFromSuspendFunction(completion) \n    }\n
/**
 * Intercepts this continuation with \[ContinuationInterceptor\].\n * This function shall be used on the immediate result of \[createCoroutineUnintercepted\] or \[suspendCoroutineUninterceptedOrReturn\],\n * in which case it checks for \[ContinuationInterceptor\] in the continuation's \[context\].\n */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?:
    this\n
private inline fun <T> createCoroutineFromSuspendFunction(
    completion: Continuation<T>,
    crossinline block: () -> Any?
): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}
```

---

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constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}


public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null)
}


public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class AssertionError
@SinceKotlin("1.4")
constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message)
    constructor(cause: Throwable?) : this(cause)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null)
    actual constructor(message: String?) : this(message)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null)
    actual constructor(message: String?) : this(message)
    actual constructor(cause: Throwable?) : this(cause)
}

@file:Suppress("UNUSED_PARAMETER")

package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
    js("lhs | rhs").unsafeCast<Int>()

package kotlin.math

/**
 * Returns this value with the sign bit same as of the 
 * [sign] value.
 * If [sign] is `NaN` the sign of the result is undefined.
 */
@SinceKotlin("1.2")
public actual fun Double.withSign(sign: Double): Double {
    val thisSignBit = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit = js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this
        else -this
}
that in Kotlin/JS [Float] range is wider than \"single format\" bit layout can represent, so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.

```kotlin
@SinceKotlin("1.2")
Unpackage actual fun Float.toRawBits(): Int =
    definedExternally

@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int =
    this.asDynamic().getLowBits().unsafeCast<Int>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>().toInt()

internal inline val Long.low: Int get() =
    this.asDynamic().getLowBits().unsafeCast<Int>()

internal inline val Long.high: Int get() =
    this.asDynamic().getHighBits().unsafeCast<Int>()
```

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

import kotlin.reflect.KClass

@PublishedApi
internal fun <T : Annotation> KClass<*>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.
    return null
}
out of bounds of this array.
 */

@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@sinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

""
jquery' package instead.

```kotlin
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()
```

---

```kotlin
package kotlin

public actual fun interface Comparator<T> {
    @JsName("compare")
    public actual fun compare(a: T, b: T): Int
}
```

```kotlin
package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 *   * There are two functions for which the compiler gives same name in JavaScript, you can mark one with @JsName(...) to prevent the compiler from reporting error.
 *   * You are writing a JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer. You can put @JsName(...) on functions you want to be available from JavaScript.
 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer. You can put @JsName(...) on functions you want to be available from JavaScript.
 *   * For some reason you want to rename declaration, e.g. there's common term in JavaScript library in Kotlin. The compiler produces mangled names for functions with parameters, which is unnatural for usual JavaScript developer.

```
Example:

```kotlin
@JsModule("jquery")
external abstract class JQuery() {
  // some declarations here
}

@JsModule("jquery")
external fun JQuery(element: Element): JQuery
```

---

### JsModule

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule(val import: String)

---

### JsNonModule

@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsNonModule

---

### JsQualifier

@Retention(AnnotationRetention.SOURCE)
@Target(AnnotationTarget.FIELD)
public actual annotation class Volatile

---

### JsExport

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
@SinceKotlin("1.3")
public actual annotation class Synchronized

---

### JsExport

@Target(AnnotationTarget.CLASS, PROPERTY, FUNCTION, FILE)
@Retention(AnnotationRetention.BINARY)
@ExperimentalJsExport
public annotation class JsExport

---

Package: kotlin.jvm

- Used in common generated code in stdlib

- TODO: find how to deprecate these ones

---

Package: kotlin.collections

- Provides a skeletal implementation of the
override fun hashCode(): Int = AbstractList.orderedHashCode(this)

private open inner class IteratorImpl :

    /**
     * Returns the hash code value for this list.
     */
    override fun equals(other: Any?):

        checkIsMutable()
        return false

    actual override fun contains(element: E): Boolean {
        if (contains(element)) return true
        return false
    }

    actual override fun indexOf(element: E): Int {
        if (indexOf(element) >= 0) return index
        return -1
    }

    actual override fun lastIndexOf(element: E): Int {
        if (lastIndexOf(element) >= 0) return index
        return -1
    }

    actual override fun add(element: E): Boolean {
        if (add(element)) modified = true
        return modified
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        for (element in elements) {
            if (add(element)) modified = true
            return modified
        }
        return true
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return (this as MutableIterable<E>).removeAll { it !in elements }
    }

    actual override fun retainAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return retainAll(elements)
    }

    actual override fun iterator(): MutableListIterator<E> = listIterator(0)
    actual override fun listIterator(index: Int):

        iterator.remove()
    }

    /**
     * Removes the range of elements from this list
     * starting from `fromIndex` and ending with but not including `toIndex`.  
     * @param toIndex Index, not inclusive
     * @return `true` in this is a [List] of the same size, which contains the same elements in the same order.
     * @param other instance is a [List] of the same size, which contains the same elements in the same order.  
     */
    actual override fun orderedEquals(this, other: List<*>) return false

    //
    //removeAll()
    //removeRange()
    //retainedAll()
    //addAll()
    //contains()
    //indexOf()
    //lastIndexOf()
    //remove()
    //removeAll()
    //retainAll()
    //removeRange()
    //indexOf()
    //lastIndexOf()
    //remove()
    //removeAll()
    //retainAll()
    //removeRange()
    //indexOf()
    //lastIndexOf()
    //remove()
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    //remove()
    //removeAll()
    //retainAll()
    //removeRange()
    //indexOf()
    //lastIndexOf()
    //remove()
    //removeAll()
    //retainAll()
    //removeRange()
    //indexOf()
    //lastIndexOf()
    //remove()
MutableIterator<E> { /* the index of the item that will be returned on the next call to [next]() */
    protected var index = 0
    /* the index of the item that was returned on the previous call to [next]() */
    protected var last = -1
    override fun hasNext(): Boolean = index < size
    override fun next(): E { index += 1
        index = lastIndex() or previous() before updating element value with the iterator." }
    override fun remove() { check(last != -1) { "Call next() or previous() before removing element from the iterator." }
        lastIndex() = index
        index = lastIndex() + 1
        lastIndex() = index
    }
    override fun clear() {
        entries.clear()
    }
    override fun add(element: E) {
        add(index, element)
    }
    override fun set(index: Int, element: E) {
        set(index, element)
    }
    override fun get(index: Int): E {
        return get(index)
    }
    override fun set(index: Int, element: E) {
        set(index, element)
    }
    override fun removeAt(index: Int): E {
        removeAt(index)
    }
    override fun contains(element: E): Boolean = contains(element)
    override fun containsKey(element: K): Boolean = containsKey(element)
    override fun iterator(): MutableIterator<K> {
        this@AbstractMutableMap.clear()
        return this@AbstractMutableMap.iterator()
    }
    override fun add(index: Int, element: E) {
        add(index, element)
    }
    override fun setValue(newValue: V): V {
        return setValue(newValue)
    }
    override fun get(index: Int): V {
        return get(index)
    }
    override fun put(index: Int, value: V): V {
        return put(index, value)
    }
    override fun removeAt(index: Int): V {
        return removeAt(index)
    }
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun putValueAt(index: Int, value: V): V {
        return putValueAt(index, value)
    }
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
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    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
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    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override func containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = containsValue(value)
    override fun containsKey(key: K): Boolean = containsKey(key)
    override fun containsValue(value: V): Boolean = contain
* Creates an empty [ArrayList].
* @param initialCapacity initial capacity (ignored)
*@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) {}

    /**
     * Creates an [ArrayList] filled from the elements collection.
     */
    public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {}

    @PublishedApi
    internal fun build(): List<E> {
        checkIsMutable()
        isReadOnly = true
        return this
    }

    /** Does nothing in this ArrayList implementation. */
    public actual fun trimToSize() {}

    /** Does nothing in this ArrayList implementation. */
    public actual fun ensureCapacity(minCapacity: Int) {}

    actual override val size: Int get() = array.size

    @Suppress("UNCHECKED_CAST")
    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        checkIsMutable()
        rangeCheck(index)
        return array[insertionRangeCheck(index)].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        checkIsMutable()
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        checkIsMutable()
        insertionRangeCheck(index)

        if (index == size) return addAll(elements)
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
        return true
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return addAll(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
    }

    actual override fun removeAt(index: Int): E {
        checkIsMutable()
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        checkIsMutable()
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        checkIsMutable()
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)
    override fun toArray(): Array<Any?> = js("[\[]").slice.call(array)

    internal override fun checkIsMutable() {
        if (isReadOnly)
            throw UnsupportedOperationException()
    }

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}
array.lastIndex, naturalOrder())"} |\n|\nprivate var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported = false
    val array = js("["]").unsafeCast<Array<Int>>()

    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    for (index in 0 until 600) array.asDynamic().push(index)
    val a = array[index - 1]
    val b = array[index]
    if ((a and 3) == (b and 3) && a >= b) return false

    _stableSortingIsSupported = true
    return true
}

private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int): T[] {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val result = mergeSort(array, buffer, start, endInclusive, comparator)
    if (result !== array) {
        for (i in start..endInclusive) array[i] = result[i]
    }
}

// Both start and end are inclusive indices.
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)

    val target = if (left === buffer) array else buffer

    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]

                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
            }
        }
    }

    return target
}
addUnsupportedOperationException("Add is not supported on entries\n\n\noverride fun clear() {\n
this@HashMap.clear() \n//\n\noverride operator fun contains(element: MutableEntry<K, V>): Boolean = \ncontainsEntry(element)\noverride operator fun iterator(): Iterator<MutableEntry<K, V>> = \ninternalMap.iterator()\noverride fun remove(element: MutableEntry<K, V>): Boolean {\n
if (contains(element)) {\n
this@HashMap.remove(element.key)\nreturn true\n}\nreturn false\n}\n\nval override val size: Int\n{\nthis.internalMap.size\n}\n/*\n*/ Internal implementation of the map: either string-based or hashcode-based.\n*/\nprivate val internalMap: InternalMap<K, V>\nprivate val equality: EqualityComparator<\ninternal constructor(\n\n\n\n/**\n* Internal constructor(initialCapacity: Int, loadFactor: Float = 0.0f): this() {\n// This implementation of HashMap has no need of load factors or capacities.\n\nrequire(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }\nrequire(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }\n\nactual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) {\n\n/*\n*/ Constructs an instance of HashMap\n\n\nactual constructor(initialCapacity: [String]) keys, which stores the keys as properties of\n* JS object without hashing them.\n*/\n\nRadio Frequency Interference

package kotlin.collections

/**
 * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.
 */
// Classes that extend HashSet and implement `build()` (freezing) operation\n/\nhave to make sure mutating methods check `checkIsMutable`.\n
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }\n}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */
/*
 * Based on GWT \n */

package open source used in DNAC platform guardian 5964
internal constructor(map: HashMap<E, Any>) {
    this.map = map
    this.actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    public override fun contains(element: E): Any {
        return HashSet<E>(this).contains(element)
    }

    actual override fun isEmpty(): Boolean {
        return map.isEmpty()
    }

    actual override fun iterator(): Iterator<E> = map.keys.iterator()

    actual override operator fun contains(element: E): Boolean {
        return map.containsKey(element)
    }

    actual override fun size: Int get() = map.size
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply {
        addAll(elements)
    }
}

internal constructor(map: HashMap<E, Any>) {
    this.map = map
    this.actual override fun remove(element: E): Boolean {
        val old = map.remove(element)
        return old == null
    }

    actual override fun equals(other: Any?): Boolean {
        if (other is HashSet<E>) {
            return equals(map, other.map)
        }
        return false
    }

    actual override fun hashCode(): Int {
        val hashCode = 31 * map.hashCode()
        return hashCode
    }

    actual override fun toString(): String {
        return map.toString()
    }

    actual override fun isEmpty(): Boolean {
        return map.isEmpty()
    }

    actual override fun iterator(): Iterator<E> = map.keys.iterator()

    actual override operator fun contains(element: E): Boolean {
        return map.containsKey(element)
    }

    actual override fun size: Int get() = map.size
}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply {
        addAll(elements)
    }
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
/*
 * Based on GWT InternalHashCodeMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap
import kotlin.collections.AbstractMutableMap
import kotlin.collections.SimpleEntry

class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            return removeEntry(chainOrEntry, key)
        } else {
            return putEntry(key, value)
        }
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            return removeEntry(chainOrEntry, key)
        } else {
            return removeEntry(key)
        }
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun contains(key: K): Boolean = getEntry(key) != null

    override fun get(key: K): V? = getEntry(key)?.value

    private fun getEntry(key: K): Any {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
        if (chainOrEntry is Array<*>) {
            return getEntryInChain(key, chainOrEntry)
        } else {
            return getEntry(key)
        }
    }

    private fun getEntryInChain(key: K, chain: Array<MutableEntry<K, V>>): Any {
        for (index in chain.indices) {
            val entry = chain[index]
            if (equality.equals(entry.key, key)) {
                return entry.value
            }
        }
        return null
    }

    private fun removeEntry(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            return removeEntryInChain(key, chainOrEntry)
        } else {
            return removeEntry(key)
        }
    }

    private fun removeEntryInChain(key: K, chain: Array<MutableEntry<K, V>>): V? {
        for (index in chain.indices) {
            val entry = chain[index]
            if (equality.equals(entry.key, key)) {
                return entry.value
            }
        }
        return null
    }

    private fun removeEntry(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            return removeEntryInChain(key, chainOrEntry)
        } else {
            return removeEntry(key)
        }
    }

    private fun removeEntryInChain(key: K, chain: Array<MutableEntry<K, V>>): V? {
        for (index in chain.indices) {
            val entry = chain[index]
            if (equality.equals(entry.key, key)) {
                return entry.value
            }
        }
        return null
    }

    private fun removeEntry(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry is Array<*>) {
            return removeEntryInChain(key, chainOrEntry)
        } else {
            return removeEntry(key)
        }
    }

    private fun removeEntryInChain(key: K, chain: Array<MutableEntry<K, V>>): V? {
        for (index in chain.indices) {
            val entry = chain[index]
            if (equality.equals(entry.key, key)) {
                return entry.value
            }
        }
        return null
    }

    // old code
    fun equals(that: Any?): Boolean {
        if (that is InternalHashCodeMap) {
            return equals(this.map, that.map)
        }
        return false
    }

    fun hashCode(): Int {
        return 31 * this.map.hashCode()
    }

    fun toString(): String {
        return this.map.toString()
    }

    fun isEmpty(): Boolean {
        return this.map.isEmpty()
    }

    fun iterator(): Iterator<K> = this.map.keys.iterator()

    operator fun contains(key: K): Boolean {
        return this.map.containsKey(key)
    }

    fun size: Int get() = this.map.size
}

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override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun iterator(): MutableIterator<MutableEntry<K, V>> {
    // ...
fun checkIsMutable(): Unit =
this@LinkedHashMap.size

override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()

override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()

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this@LinkedHashMap.checkIsMutable()

override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()

override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()
interface, backed by a [LinkedHashMap] instance. This implementation preserves the insertion order of elements during the iteration.

interface, backed by a [LinkedHashMap] instance.

public actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {

    internal constructor(map: LinkedHashMap<E, Any>) : super(map)

    constructor() : super(LinkedHashMap<E, Any>())

    constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    @PublishedApi

    internal fun build(): Set<E> {
        (map as LinkedHashMap<E, Any>).build()
        return this
    }

    internal override fun checkIsMutable(): Unit = map.checkIsMutable()

//    public override fun clone(): Any {
//        return LinkedHashSet(this)
//    }

    override fun print(message: Any?) {
        print(message)
        println()
    }

    open fun print(message: Any?)

    override fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {

    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {

    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else BufferedOutputToConsoleLog()
}

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}
output stream. */

PUBLIC actual fun print(message: Any?) {println output.print(message)"

"*

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kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi

@SinceKotlin("1.3")

val internal actual class SafeContinuation<T>:

private val delegate: Continuation<T>,

initialResult: Any? = Continuation<T> {
    @PublishedApi internal actual constructor(delegate: Continuation<T>):
    // this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
    get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>):
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            } **
            cur === COROUTINE_SUSPENDED -> {

                this.result = RESUMED
                delegate.resumeWith(result)
            } **
            else -> throw
                IllegalStateException("Already resumed")
        }

    @PublishedApi internal actual fun
    getOrThrow(): Any? {
        if (result === UNDECIDED)
            return COROUTINE_SUSPENDED
        val result = this.result
        return when {
            result === RESUMED -> throw result.exception
            result is Result.Failure -> throw result

            else -> result
        }
    }

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    kotlin.coroutines.cancellation.CancellationException

    actual constructor(): super()
    actual constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)

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    kotlin.coroutines.js.internal.EmptyContinuation

    Continuation<Any?>(EmptyCoroutineContext) { result ->
        result.getOrThrow()
    }

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    kotlin.js

    /**
     * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.*

    */
    @Suppress("NOT_DOCUMENTED")
    public external class Date() {
        constructor(milliseconds: Number)
        constructor(dateString: String)
        constructor(year: Int)
        constructor(year: Int, month: Int)
        constructor(year: Int, month: Int, day: Int)
        constructor(year: Int, month: Int, day: Int, hour: Int)
        constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
        constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
        constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
        getDate(): Int
        getDay(): Int
        getFullYear(): Int
        getHours(): Int
        getMilliseconds(): Int
        getMinutes(): Int
        getMonth(): Int
        getSeconds(): Int
        getTime(): Double
        getTimezoneOffset(): Int
        getUTCDate(): Int
        getUTCDay(): Int
        getUTCFullYear(): Int
        getUTCMilliseconds(): Int
        getUTCMinutes(): Int
        getUTCSeconds(): Int
        toDateString(): String
        toISOString(): String
        toJSON(): Json
        toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
        toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
        toLocaleString(locales: Array<String> = definedExternally): String
    }

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this.newAddClass(*cssClasses)*\n\n* Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n* @return true if at least one class has been removed\n* @LowPriorityInOverloadResolution@Deprecated(*message = "\nThis API is moved to another package, use 'kotlinx.dom.removeClass' instead.\n\n\n\nreplaceWith = ReplaceWith('this.removeClass(cssClasses)'\",\n\kkotlinx.dom.removeClass\n)\n* @LowPriorityInOverloadResolution@Deprecated\n  * Returns the view of this ItemArrayLike collection as *List<T>\n  *\nItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {\n    override val size: Int get() = this@asList.length\n    override fun get(index: Int): T? = when (index) {\n        in 0..lastIndex ->\n            this@asList.item(index).unsafeCast<T>()\n        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]\n    }\n\n\n
without any actual type checking.

```kotlin
@kotlin.internal.NoInfer
public inline fun <T> Any?.unsafeCast(): T = this.asDynamic()

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
@kotlin.internal.NoInfer
public inline fun <T> dynamic.unsafeCast(): T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 * - when it is an instance of [kotlin.collections.DynamicExtension]
 */
@kotlin.internal.InlineOnly
@kotlin.internal.NoInfer
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]() ->
            r unsafeCastArray<*>().iterator()
        isArrayish(r) ->
            r unsafeCast<Array<*>>().iterator()
        else ->
            (r as Iterable<*>).iterator()
    }
}
```

---

```kotlin
@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass
package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * - they group elements by their keys and then fold each group with some aggregating operation.
 * - they group elements by their keys and then fold each group with some aggregating operation.
 * - they group elements by their keys and then fold each group with some aggregating operation.
 * - they group elements by their keys and then fold each group with some aggregating operation.
 * - they group elements by their keys and then fold each group with some aggregating operation.
 * - it is created by attaching a `keySelector: (T) -> K` function to a source of elements.
 * - the list of group-and-fold operations available, see the [extension functions] for `Grouping`.
 * - the key for each element is provided by the [Grouping.keyOf] function, which can be applied to each element to get its key.
 * - the key for each element is provided by the [Grouping.keyOf] function, which can be applied to each element to get its key.
 * - the key for each element is provided by the [Grouping.keyOf] function, which can be applied to each element to get its key.
 * - the key for each element is provided by the [Grouping.keyOf] function, which can be applied to each element to get its key.
 * - the key for each element is provided by the [Grouping.keyOf] function, which can be applied to each element to get its key.
 */
public interface Grouping<T, out K> {
    /**
     * Extracts the key of an [element].
     */
    fun keyOf(element: T): K
    /**
     * Returns an [Iterator] over the elements of the source of this grouping.
     */
    fun sourceIterator(): Iterator<T>
    /**
     * Extracts the key of an [element].
     */
    fun keyOf(element: T): K
    /**
     * Returns an [Iterator] over the elements of the source of this grouping.
     */
    fun sourceIterator(): Iterator<T>
```

---

```kotlin
package samples.collections

fun Grouping<
```
R> { return aggregateTo(mutableMapOf<K, R>(), operation)}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * If the [destination] map already has a value corresponding to some key, then the elements being aggregated for that key are never considered as 'first'.
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - key: the key of the group,
 * - element: the first element being encountered in that group,
 * - operation: a function that is invoked on each element with the following parameters:
 *   - key: the key of the group this element belongs to,
 *   - accumulator: the current value of the accumulator of the group,
 *   - element: the element from the source being accumulated.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - key: the key of the group,
 * - element: the first element being encountered in that group,
 * - operation: a function that is invoked on each element with the following parameters:
 *   - key: the key of the group this element belongs to,
 *   - accumulator: the current value of the accumulator of the group,
 *   - element: the element from the source being accumulated.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }


/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * It's invoked with parameters:
 * - key: the key of the group,
 * - element: the first element being encountered in that group,
 * - operation: a function that is invoked on each element with the following parameters:
 *   - key: the key of the group this element belongs to,
 *   - accumulator: the current value of the accumulator of the group,
 *   - element: the element from the source being accumulated.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

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following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

* Returns a [Map] associating the key of each group with the result of accumulating the group elements.

* @sample

samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue

/*
 * @SinceKotlin("1.1")
 */

    aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the given [operation] to the elements of each group sequentially.
 * It passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.

 * An initial value of accumulator is the same [initialValue] for each group.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group.

 * @param key
 * @param operation
 * @param initialValue
 * @param destination

 * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
 */

    aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group.
 * It passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

 * An initial value of accumulator is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group and the first element of that group is also subjected to the [operation].

 * @param key
 * @param operation
 * @param initialValue
 * @param destination

 * @sample samples.collections.Grouping.reduceByMaxVowels
 */

public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
 */

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elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the sum for that group. **@return the [destination] map associating the key of each group with the sum of elements in the group.**

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumTo(destination: M, valueSelector: (T) -> Int): M =
    foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
    // TODO: sum by long and by double overload
    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}
```

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}
```

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
    fold(0.0) { acc, e -> acc + valueSelector(e)}
```

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}
```

---

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/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level =
    DeprecationLevel.ERROR)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", ReplaceWith("PI", "kotlin.math.PI"), level = DeprecationLevel.ERROR)
    public val PI: Double

    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random")
    public fun random(): Double

    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level =
    DeprecationLevel.ERROR)
    public fun abs(value: Double): Double

    @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", "kotlin.math.acos"), level =
    DeprecationLevel.ERROR)
    public fun acos(value: Double): Double

    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", "kotlin.math.asin"), level =
    DeprecationLevel.ERROR)
    public fun asin(value: Double): Double

    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan"), level =
    DeprecationLevel.ERROR)
    public fun atan(value: Double): Double

    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2")
    public fun atan2(y: Double, x: Double): Double

    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", "kotlin.math.cos"), level =
    DeprecationLevel.ERROR)
    public fun cos(value: Double): Double

    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", "kotlin.math.sin"), level =
    DeprecationLevel.ERROR)
    public fun sin(value: Double): Double

    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", "kotlin.math.exp")
    public fun exp(value: Double): Double

    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", "kotlin.math.ln")
```
public fun <T> parse(text: String): T

    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?): T)

}

/*
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 * LICENSE.txt file at: https://github.com/JetBrains/kotlin/blob/master/LICENSE.txt
 */
@file:Suppress("DEPRECATION_ERROR")

package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `0.0` to `PI/2` radians.
 * Special cases:
 * - `asin(NaN)` is `NaN`
 * - `asin(x)` is `NaN`, when `|x| > 1`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is `NaN`
 * - `acos(x)` is `NaN`, when `|x| > 1`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `0.0` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is `NaN`
 * - `atan(x)` is `NaN`, when `|x| > 1`
 * - `atan(+Inf)` is `PI/2`
 * - `atan(-Inf)` is `-PI/2`
 * - `atan(x)` is `NaN`, when `|x| > 1`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan2(0.0, 0.0)` is `0.0`
 * - `atan2(y, x)` is `atan(y/x)`
 * - `atan2(+Inf, 0.0)` is `PI/2`
 * - `atan2(-Inf, 0.0)` is `-PI/2`
 * - `atan2(x, +Inf)` is `0.0`
 * - `atan2(x, -Inf)` is `-0.0`
 * - `atan2(y, +Inf)` is `0.0`
 * - `atan2(y, -Inf)` is `-0.0`
 * - `atan2(x, x)` is `atan(1.0)`
 * - `atan2(+Inf, +Inf)` is `0.0`
 * - `atan2(-Inf, -Inf)` is `-0.0`
 * - `atan2(+Inf, -Inf)` is `+0.0`
 * - `atan2(-Inf, +Inf)` is `-0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the inverse hyperbolic sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asinh(NaN)` is `NaN`
 * - `asinh(x)` is `NaN`, when `|x| > 1`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x]; the returned value is `y` such that `cosh(y) == x`.
 * Special cases:
 * - `acosh(NaN)` is `NaN`
 * - `acosh(x)` is `NaN`, when `|x| > 1`
 * - `acosh(+Inf)` is `+Inf`
 * - `acosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x]; the returned value is `y` such that `tanh(y) == x`.
 * Special cases:
 * - `atanh(NaN)` is `NaN`
 * - `atanh(x)` is `NaN`, when `|x| > 1` or `x < -1`
 * - `atanh(+Inf)` is `1.0`
 * - `atanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)

/** Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)
Open Source Used In DNAC Platform Guardian 5969

Special cases:

- `hypot(x, y)` returns `+Inf` if any of arguments is infinite
- `hypot(x, y)` returns `NaN` if any of arguments is `NaN`
- `hypot(x, y)` returns the positive square root of the value `x^2 + y^2`

```kotlin
nativeMath.hypot(x, y)
```

```
public actual inline fun hypot(x: Double, y: Double): Double =
    nativeMath.hypot(x, y)
```

```kotlin
/**
 * Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 *   - `exp(NaN)` is `NaN`
 *   - `exp(x)` is `+Inf` if `x < 0`
 *   - `exp(x)` is `+Inf` if `x` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun exp(x: Double): Double =
    nativeMath.exp(x)

```

```kotlin
/**
 * Computes `exp(x) - 1.0`.
 * Special cases:
 *   - `exp(-Inf)` is `-Inf`
 *   - `exp(+Inf)` is `+Inf`
 *   - `expm1(-Inf)` is `-Inf`
 *   - `expm1(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun expm1(x: Double): Double =
    nativeMath.expm1(x)

```

```kotlin
/**
 * Computes the natural logarithm (base `E`) of the value [x].
 * Special cases:
 *   - `ln(0)` is `-Inf`
 *   - `ln(+Inf)` is `+Inf`
 *   - `ln(-1)` is `+Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Double): Double =
    nativeMath.log(x)

```

```kotlin
/**
 * Computes the common logarithm (base 10) of the value [x].
 * @see [ln] function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Double): Double =
    nativeMath.log10(x)

```

```kotlin
/**
 * Computes the binary logarithm (base 2) of the value [x].
 * @see [ln] function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log2(x: Double): Double =
    nativeMath.log2(x)

```

```kotlin
/**
 * Computes `ln(1 + x)`.
 * Special cases:
 *   - `ln1p(0)` is `0`
 *   - `ln1p(+Inf)` is `+Inf`
 *   - `ln1p(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Double): Double =
    nativeMath.log1p(x)

```

```kotlin
/**
 * Computes the ceiling of the given value [x] towards positive infinity.
 * Special cases:
 *   - `ceil(0)` is `0`
 *   - `ceil(+Inf)` is `+Inf`
 *   - `ceil(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Double): Double =
    nativeMath.ceil(x).unsafeCast<Double>()

```

```kotlin
/**
 * Computes the floor of the given value [x] towards negative infinity.
 * Special cases:
 *   - `floor(-0)` is `-0`
 *   - `floor(-Inf)` is `-Inf`
 *   - `floor(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Double): Double =
    nativeMath.floor(x).unsafeCast<Double>()

```

```kotlin
/**
 * Computes the truncate of the given value [x] towards zero.
 * Special cases:
 *   - `truncate(0)` is `0`
 *   - `truncate(+Inf)` is `+Inf`
 *   - `truncate(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Double): Double =
    nativeMath.trunc(x)

```

```kotlin
/**
 * Computes the round of the given value [x] towards the closest integer.
 * Special cases:
 *   - `round(0)` is `0`
 *   - `round(+Inf)` is `+Inf`
 *   - `round(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public actual inline fun round(x: Double): Double =
    nativeMath.round(x).unsafeCast<Double>()

```

```kotlin
/**
 * Returns the absolute value of the given value [x].
 * Special cases:
 *   - `abs(0)` is `0`
 *   - `abs(+Inf)` is `+Inf`
 *   - `abs(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Double): Double =
    nativeMath.abs(x)

```
if the value is zero,\n * - `1.0` if the value is positive\n * `0.0` if the value is zero\n * `-1.0` if the value is negative\n * return the sign of the value.\n * `0.0` if the value is zero,\n * `-1.0` if the value is negative,\n * `1.0` if the value is positive\n * Special case:\n * - `NaN.sign` is `NaN`
Long.MAX_VALUE
this < Long.MIN_VALUE -> Long.MIN_VALUE
else ->
nativeMath.round(this).unsafeCast<Double>().toLong();
endregion
region ==
==
==
Compute the sine of the angle [x] given in radians.
* 
Special cases:
* - `\sin(\text{NaN}[+\text{Inf}])` is `\text{NaN}`
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun sin(x: Float): Float =
nativeMath.sin(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the cosine of the angle [x] given in radians.
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun cos(x: Float): Float =
nativeMath.cos(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the tangent of the angle [x] given in radians.
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun tan(x: Float): Float =
nativeMath.tan(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the inverse hyperbolic sine of the value [x].
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun asinh(x: Float): Float =
nativeMath.asinh(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the inverse hyperbolic cosine of the value [x].
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat();
endregion
region ==
==
* Computes the inverse hyperbolic tangent of the value [x].
* &at;\text{SinceKotlin}(`1.2\r\n`)&at;InlineOnly
*public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat();
endregion
region ==
==
* Computes `sqrt(x^2 + y^2)` without intermediate overflow or
underflow.

Special cases:

- returns `+Inf` if any of the arguments is infinite
- returns `NaN` if any of the arguments is `NaN` and the other is not infinite

Computes the positive square root of the value \( x \).

Special cases:

- `sqrt(x)` is `NaN` when \( x < 0 \) or `x` is `NaN`
- `sqrt(0)` is `+Inf`
- `sqrt(-Inf)` is `-Inf`

Special cases:

- `expm1(x)` is `NaN` when `exp(x)` is infinity
- `exp(x)` is `NaN` when `x` is `NaN`
- `expm1(+Inf)` is `+Inf`
- `expm1(-Inf)` is `-Inf`

Returns the absolute value of the given value \( x \).

Special cases:

- `abs(0)` is `0`
- `abs(NaN)` is `NaN`
- `abs(Inf)` is `Inf`

Computes Euler's number `e` raised to the power of the value \( x \).

Special cases:

- `exp(0)` is `1`
- `exp(+Inf)` is `+Inf`
- `exp(-Inf)` is `0`

Computes the logarithm of the value \( x \) to the given base \( b \).

Special cases:

- `log(0)` is `-Inf`
- `log(1)` is `0`
- `log(x)` is `NaN` when `x < 0`
- `log(NaN)` is `NaN`
- `log(Inf)` is `Inf`

Computes the natural logarithm (base `e`) of the value \( x \).
negative,
  - zero if the value is zero,
  - `-1.0` if the value is positive

  *Special case:* `sign(NaN)`
  is `NaN`

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun sign(x: Float): Float =
    nativeMath.sign(x.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun min(a: Float, b: Float): Float =
    nativeMath.min(a, b).toDouble()\n  * `@InlineOnly` in public actual inline fun max(a: Float, b: Float): Float =
    nativeMath.max(a, b).toDouble()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.pow(x: Float): Float =
    nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.pow(n: Int): Float =
    nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.absoluteValue: Float get() =
    nativeMath.abs(this.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.sign: Float get() =
    nativeMath.sign(this.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.withSign(sign: Float): Float =
    this.toDouble().withSign(sign.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.withSign(sign: Int): Float =
    this.toDouble().withSign(sign.toDouble()).toFloat()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.roundToInt(): Int =
    toDouble().roundToInt()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun Float.roundToLong(): Long =
    toDouble().roundToLong()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun max(a: Int, b: Int): Int =
    nativeMath.max(a, b).toInt()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun min(a: Int, b: Int): Int =
    nativeMath.min(a, b).toInt()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun abs(n: Int): Int =
    if (n < 0) (-n or 0) else n

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun min(a: Int, b: Int): Int =
    nativeMath.min(a, b).toInt()

  * `@SinceKotlin("1.2")` in InlineOnly\n  * `@InlineOnly` in public actual inline fun max(a: Int, b: Int): Int =
    nativeMath.max(a, b).toInt()
property for [Long] in */
@SinceKotlin("1.2")
public actual fun abs(n: Long): Long = if (n < 0) -n else n

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
@Suppress("NOTHING_TO_INLINE")
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Long.absoluteValue: Long get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

// endregion

*/
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of zero bits that are set in the binary representation of this 
 * Int number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ERROR"
@kotlin.internal.InlineOnly
public actual fun Int.countLeadingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with
    // countLeadingZeroBits
    this or -this

/**
 * Counts the number of set bits in the binary representation of this 
 * Int number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countTrailingZeroBits(): Int =

/**
 * Returns a number having a single bit set in the position of the most significant bit of this 
 * Int number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl (Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Returns a number having a single bit set in the position of the least significant bit of this 
 * Int number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.takeLowestOneBit(): Int =
    this

/**
 * Rotates the binary representation of this 
 * Int number by the specified 
 * bitCount number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.rotateLeft(bitCount: Int): Int =
    this.rotateLeft(bitCount)

/**
 * Rotates the binary representation of this 
 * Int number by the specified 
 * bitCount number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.rotateRight(bitCount: Int): Int =
    this.rotateRight(bitCount)

/**
 * Rotates the binary representation of this 
 * Int number by the specified 
 * bitCount number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.rotateLeft(bitCount: Int): Int =
    this.rotateLeft(bitCount)

/**
 * Rotates the binary representation of this 
 * Int number by the specified 
 * bitCount number of bits.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.rotateRight(bitCount: Int): Int =
    this.rotateRight(bitCount)
returns the same number, or more generally
* `number.rotateLeft(n) == number.rotateLeft(n % 32)`

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateLeft(bitCount: Int): Int =\n    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateRight(bitCount: Int): Int =\n    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)\n
*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateLeft(bitCount: Int): Int =\n    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateRight(bitCount: Int): Int =\n    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateRight(bitCount: Int): Int =\n    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\public actual fun Int.rotateRight(bitCount: Int): Int =\n    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n
* `number.rotateRight(n) == number.rotateRight(n % 32)`

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)


/**
 * Rotates the binary representation of this [Int] number by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)


/**
 * Rotates the binary representation of this [Long] number by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow =
            low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh =
            high.shl(bitCount) or low.ushr(-bitCount)

        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
    } else {
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
    }

}

*/

package kotlin.js

import
/**
 * Exposes the JavaScript [Promise](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.

@Suppress("NOT_DOCUMENTED")
public open extern class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>
    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: (Throwable) -> S?): Promise<S>
    @LowPriorityInOverloadResolution
    public open fun <S> catch(onRejected: (Throwable) -> S?): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun <S> resolve(e: S): Promise<S>
    }
}

// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: (Throwable) -> S?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

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 * LICENSE.txt file.
 */

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

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 * LICENSE.txt file.
 */

package kotlin.reflect

/**
 * The experimental marker for associated objects API.
 *
 * Any usage of a declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by
 * using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`,
 * or by using the compiler argument `-opt-in=kotlin.reflect.ExperimentalAssociatedObjects::class`
 */
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
public annotation class ExperimentalAssociatedObjects

/**
 * Makes the annotated annotation class an associated object key.
 *
 * An associated object key annotation should have single [KClass] parameter.
 * When applied to a class with
 * reference to an object declaration as an argument, it binds
 * `this` object to the class, making this binding
 * discoverable at runtime using [findAssociatedObject].
 */
@ExperimentalAssociatedObjects
public inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? =
    this.findAssociatedObject(T::class)

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 * LICENSE.txt file.
 */

package kotlin.js

import kotlin.reflect.js.

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by
     * this instance.
     */
    val name: String
}

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = getKClass(this)

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 * LICENSE.txt file.
 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract
class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {

    override val qualifiedName: String?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*>
            && jClass == other.jClass
    }

    override fun hashCode(): Int =
        simpleName?.hashCode() ?: 0

    override fun toString(): String {
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) :
    KClassImpl<T>(jClass) {
    override var simpleName: String?
        get() = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()
        set(value) {
            jClass.asDynamic().`$metadata$`?.simpleName = value
        }

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName ==
            other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass: JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

internal class ErrorKClass : KClass<Nothing> {
    override val simpleName: String? get() = error("Unknown simpleName for ErrorKClass")
    override val qualifiedName: String? get() = error("Unknown qualifiedName for ErrorKClass")

    override fun isInstance(value: Any?): Boolean = error("Can't check isInstance on ErrorKClass")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
KTypeImpl
override val classifier: KClassifier
override val arguments: List<KTypeProjection>
override val isMarkedNullable: Boolean
: KType
override fun equals(other: Any?): Boolean
other is KTypeImpl

override val classifier == other.classifier
override val arguments == other.arguments

isMarkedNullable == other.isMarkedNullable

override fun hashCode(): Int

classifier.toString() kClass.simpleName != null -> kClass.simpleName
else -> "(non-denotable type)"

val args = if (arguments.isEmpty()) ""
else arguments.joinToString(", ", <", ">") { it.asString() }
val nullable = if (isMarkedNullable) "?" else ""

return classifierName + args + nullable

// TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
private fun KTypeProjection.toString(): String

variance == null return "*"

variance.prefixString() + type.toString()

internal object DynamicKType : KType

internal fun KVariance.prefixString() =

when (this) {
    KVariance.INVARIANT -> ""
    KVariance.IN -> "in 
    KVariance.OUT -> "out "
}

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 */

package kotlin.reflect.js.internal

import kotlin.reflect.

internal data class KTypeParameterImpl(
override val name: String,
override val upperBounds: List<KType>,
override val variance: KVariance,
override val isReified: Boolean
) : KTypeParameter


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 */

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })}
@JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

@JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

@JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

@JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    @JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }
}

private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

import kotlin.reflect.*
import kotlin.reflect.js.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {
    return if (js("Array").isArray(jClass)) {
        getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
    } else {
        getKClass1(jClass.unsafeCast<JsClass<T>>())
    }
}

@JsName("getKClassM")
internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
    1 ->
    0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
    else -> ErrorKClass().unsafeCast<KClass<T>>()
}

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" -> PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
        "boolean" -> PrimitiveClasses.booleanClass
        "function" -> PrimitiveClasses.functionClass(e.asDynamic().length)
        else -> {
            when (e is BooleanArray -> PrimitiveClasses.booleanClass)
            e is CharArray ->
            e is ByteArray -> PrimitiveClasses.byteArrayClass
            e is ShortArray -> PrimitiveClasses.shortArrayClass
            e is IntArray -> PrimitiveClasses.intArrayClass
            e is LongArray -> PrimitiveClasses.longArrayClass
            e is FloatArray ->
            e is DoubleArray -> PrimitiveClasses.doubleArrayClass
            e is KClass<*> -> KClass::class
            e is Array<*> -> PrimitiveClasses.arrayClass
            else -> {
                val constructor = js("Object").getPrototypeOf(e).constructor
                when (constructor === js("Array").getPrototypeOf(e).constructor) {
                    PrimitiveClasses.anyClass
                } else {
                    PrimitiveClasses.javaClass
                }
            }
        }
    }

    else -> {
        val javaClass = JsClassImplizons.getClass(jClass)
        when (javaClass) {
            constructor() -> PrimitiveClasses.anyClass
            else -> js("$javaClass$" == null).unsafeCast<KClass<T>>().universe
        }
    }
}

@JsName("getKClass1")
internal fun <T : Any> getKClass1(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass

    val metadata = jClass.asDynamic().`$metadata$`
    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}
if (string.isEmpty() && startIndex < 0) return -1

    return this.string.asDynamic().lastIndexOf(string, startIndex)
}

/**
 * Inserts the string representation of the specified boolean [value] into this string
 * builder at the specified [index] and returns this instance.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @SinceKotlin("1.4")
 */
@WasExperimental(ExperimentalStdlibApi::class)
actual fun insert(index: Int, value: Boolean): StringBuilder

    {\n        AbstractList.checkPositionIndex(index, length)\n        string = string.substring(0, index) + value.toString() + string.substring(index)\n        return this\n    }

    /**
     * Inserts the string representation of the specified boolean 
     * @value into this string builder at the specified [index] and returns this instance.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
     * @SinceKotlin("1.4")
     */
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: String): StringBuilder

        {\n            string = string.substring(0, index) + value + string.substring(index)\n            return this\n        }

        /**
         * Inserts the string representation of the specified boolean 
         * @value into this string builder at the specified [index] and returns this instance.
         * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
         * @SinceKotlin("1.4")
         */
        @WasExperimental(ExperimentalStdlibApi::class)
        actual fun insert(index: Int, value: Any?): StringBuilder

            {\n                AbstractList.checkPositionIndex(index, length)\n                string = string.substring(0, index) + value.toString() + string.substring(index)\n                return this\n            }

            /**
             * Inserts the string representation of the specified boolean 
             * @value into this string builder at the specified [index] and returns this instance.
             * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
             * @SinceKotlin("1.4")
             */
             @WasExperimental(ExperimentalStdlibApi::class)
             actual fun insert(index: Int, value: Any?): StringBuilder
or `[IllegalArgumentException]` when `startIndex` is out of range of this string builder indices or when `startIndex > endIndex`.

```kotlin
/**
 * Copies characters from this string builder into the [destination] character array.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when `startIndex` or `endIndex` is out of range of this string builder indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun toCharArray(destination: CharArray,
            destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
        AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
        AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)
        var dstIndex = destinationOffset
        for (index in startIndex until endIndex) {
            destination![dstIndex++]
        }
    }

    /**
     * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
     *
     * @param value the array from which characters are appended.
     * @param startIndex the beginning (inclusive) of the subarray to append.
     * @param endIndex the end (exclusive) of the subarray to append.
     *
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when `startIndex` or `endIndex` is out of range of the [value] array indices or when `startIndex > endIndex`.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
        @OptIn(ExperimentalStdlibApi::class)
        string += value.concatToString(startIndex, endIndex)
        return this
    }

    /**
     * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
     *
     * @param index the position in this string builder to insert at.
     * @param value the array from which characters are inserted.
     * @param startIndex the beginning (inclusive) of the subarray to insert.
     * @param endIndex the end (exclusive) of the subarray to insert.
     *
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
     */
    @SinceKotlin("1.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
        AbstractList.checkPositionIndex(index, this.length)
        @OptIn(ExperimentalStdlibApi::class)
        string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
        return this
    }
```

---

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in the [value] character sequence, starting at [index].

*param* @param index the position in this string builder to insert at.

*param* @param startIndex the beginning (inclusive) of the subsequence to insert.

*param* @param endIndex the end (exclusive) of the subsequence to insert.

*throws* IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* &n @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class) public

fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {

AbstractList.checkPositionIndex(index, length)

val stringCsq = value.toString()

AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)

return this
}

/**
 * Clears the content of this string builder making it empty and returns this instance.
 *
 * @sample samples.text.Strings.clearStringBuilder
 *
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 *
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 *
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 *
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 *
 * @param index the index of `Char` to remove.
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 *
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 *
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 *
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 *
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun

StringBuilder.copyTo(destination: CharArray, destinationOffset: Int, startIndex: Int, endIndex: Int):

IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* &n @SinceKotlin("1.4") @WasExperimental(ExperimentalStdlibApi::class)
substring doesn't fit into the [destination] array starting at the specified [destinationOffset].* or when that index is out of the [destination] array indices range.

`@SinceKotlin("1.4")`<br>`@WasExperimental(ExperimentalStdlibApi::class)`<br>`@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE", "ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")`<br>`@Suppress("EXTRA_FUNCTION_WITH_DEFAULT_ARGUMENTS")`<br>`public actual inline fun StringCharBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) = this.toCharArray(destination, destinationOffset, startIndex, endIndex)`

`/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [startIndex] and ending at [endIndex] (exclusive).
 * @param value the array from which characters are appended
 * @param startIndex the beginning (inclusive) of the subarray to append
 * @param endIndex the end (exclusive) of the subarray to append
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringCharBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringCharBuilder = this.appendRange(value, startIndex, endIndex)`

`/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at
 * @param value the array from which characters are inserted
 * @param startIndex the beginning (inclusive) of the subarray to insert
 * @param endIndex the end (exclusive) of the subarray to insert
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringCharBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringCharBuilder = this.insertRange(index, value, startIndex, endIndex)"
this.insertRange(index, value, startIndex, endIndex)

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in
 * the license/LICENSE.txt file. /*
 * actually \s is enough to match all
 * whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests
 */

package kotlin.text

// actually \s is enough to match all whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests
public actual fun Char.isWhitespace(): Boolean = this.toString().matches("[\\s\\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char = js("String.fromCharCode")!!.toInt().toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char = js("String.fromCharCode")!!.toInt().toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also { if (it.isNaN() && !this.isNaN()...}
```kotlin
/**
 * Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float =
toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? =
(isBlank() || it == 0.0 && this.isNaN())

/**
 * Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix]
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Byte.toString(radix: Int): String =
    toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix]
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Short.toString(radix: Int): String =
    toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix]
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Int.toString(radix: Int): String =
    asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean =
    when (this.toLowerCase()) {
        "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number and number to string conversion.
 */
public actual fun String.toDoubleOrNull(): Double? =
    this.asDynamic().toString()

private fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}
```
nativePattern.lastIndex == input.length /* Indicates whether the regular expression can find at least one match in the specified [input]. */

public actual fun containsMatch(input: CharSequence): Boolean {
    nativePattern.reset()
    return nativePattern.test(input.toString())
}

/** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return nativePattern.findNext(input.toString(), startIndex)
}

/**
 * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")
    }
    return generateSequence({ find(input, startIndex) }, { match -> match.next() })
}

/**
 * Attempts to match the entire [input] CharSequence against the pattern. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') && pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
}

/**
 * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

/**
 * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun replaceFirst(input: CharSequence, replacement: String): String {
    val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
    return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
}

/**
 * Splits the [input] CharSequence around matches of this regular expression.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
    require(limit >= 0) { "Limit must be non-negative, but was $limit" }
    val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
    val result =
mutableListof<String>()
var lastStart = 0
for (match in matches) {
    result.add(input.subSequence(lastStart, match.range.start).toString())
    lastStart = match.range.endInclusive + 1
}
result.add(input.subSequence(lastStart, input.length).toString())
return result

/**
 * Returns the string representation of this regular expression, namely the [pattern] of this regular
 * expression.
 * * Note that another regular expression constructed from the same pattern string may have
 * different [options]
 * * Returns a regular expression that matches the specified [literal] string literally.
 * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
 * * Returns a regular expression pattern string that matches the specified [literal] string literally.
 * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
 */
public override fun toString(): String = nativePattern.toString()

actual companion object {
    /**
     * Returns a regular expression that matches the specified [literal] string literally.
     * No characters of that string will have special meaning when it is used as a
     * replacement string in [RegExp.replace].
     */
    public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

    /**
     * Returns a literal replacement expression for the specified [literal] string.
     * No characters of that string will have special meaning when it is used as a
     * replacement string in [RegExp.replace].
     */
    public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$&")

    /**
     * Returns a literal replacement expression for the specified [literal] string.
     * No characters of that string will have special meaning when it is used as a
     * replacement string in [RegExp.replace].
     */
    public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$$$")

    private val patternEscape = RegExp("[\^$*+?.()|\[\]{}\"]", "g")
    private val replacementEscape = RegExp("""\$""", "g")
}

/**
 * Creates a regular expression from the specified [pattern] string and the specified single [option].
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$")
public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option))

/** Creates a regular expression from the specified [pattern] string and the default options. */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())
ignoreCase)

/**
 * Returns `true` if this string ends with the specified suffix.
 */
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.matches(regex: String): Boolean {
    return this.toRegex().matches("^[\\s\\xA0]+$")
}

public fun String.isBlank(): Boolean = length == 0 || (> isEmpty())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null &&
        this.toLowerCase() == other.toLowerCase()

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int,
    ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length,
    ignoreCase)

/**
 * Returns a copy of this string having its first letter titlecased using the rules of the default
 * locale, or the original string if it's empty or already starts with a title case letter. The title case of a
 * character is usually the same as its upper case with several exceptions. The particular list of characters with the
 * special title case form depends on the underlying platform.
 */
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased using the rules of the default
 * locale, or the original string if it's empty or already starts with a lower case letter.
 */
public actual fun String.decapitalize(): String {
    return if (isNotEmpty())
        substring(0, 1).toLowerCase() + substring(1) else this
}

/**
 * Returns a string containing this char sequence repeated 
//times times times times. The special case of
 * repeated 
//times times times times. The special case of
 * repeated 
//times times times times. The special case of
 * repeated 
//times times times times. The special case of
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
    newValue, ignoreCase: Boolean = false)

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
    newValue, ignoreCase: Boolean = false)

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
    newChar.toString(), ignoreCase: Boolean = false)

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.toString(): String {
    return if (isNotEmpty())
        substring(0, length).toString()
    else
        ""
the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.\n * An\nprivate fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    \n    return malformed(0, index, throwOnMalformed)\n} \n\nval low = string[index].toInt()\n    if (low !in 0xDC00..0xDFFF) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)\n\n/**\n * Returns code point corresponding to UTF-8 sequence of two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n * An\nprivate fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (byte1 and 0x1E == 0 || index >= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    val byte2 = bytes[index].toInt()\n    if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    return (byte1 shl 6) xor byte2 xor 0xF80\n\n/**\n * Returns code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1] and the other\n * bytes are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n * An\nprivate fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF == 0x4) {\n        if (byte2 and 0xF0 != 0x80) {\n            // Out of Unicode code points domain (larger than U+10FFFF)\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    val byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    return (byte1 shl 12) xor (byte2 \nshl 6) xor byte3 xor -0x1E080\n\n/**\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the other\n * bytes are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n * An\nprivate fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF == 0x4) {\n        if (byte2 and 0xF0 != 0x80) {\n            // Out of Unicode code points domain (larger than U+10FFFF)\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF > 0x4) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    val byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    val byte4 = bytes[index + 2].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    return (byte1 \nshl 18) xor (byte2 \nshl 12) xor (byte3 \nshl 6) xor byte4 xor 0x381F80\n\n/**
 * Maximum number of bytes needed to encode a single char.\n * @code points in \n*0.0x7F* are encoded in a single byte.\n * @code points in \n*0x80..0x7FF* are encoded in two bytes.\n * @code points in \n*0x800..0xD7FF* or in \n*0E000..0xFFFF* are encoded in three bytes.\n * @surrogate code points in \n*0xD800..0xDFFF* are not Unicode scalar values, therefore aren't encoded.\n * @code points in \n*0x10000..0x10FFFF* are represented by a pair of surrogate \'Char\'s and are encoded in four bytes.\n */
const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int,
throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length &&
startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 ->
{ // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex,
endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed)
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 */
internal fun decodeUtf8(bytes: ByteArray,
startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                }
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed)
            }
        }
    }

    return stringBuilder.toString()
}
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*\n
```kotlin
package kotlin

/**
 * Returns the detailed description of this throwable with its stack trace.
 * The detailed description includes:
 * - the short description (see Throwable::toString) of this throwable;
 * - the complete stack trace;
 * - detailed descriptions of the exceptions that were suppressed in Throwable::suppressExceptions() in order to deliver this exception;
 */
@SinceKotlin("1.4")
public actual fun Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)

/**
 * Prints the detailed description of each throwable in the [Throwable::cause] chain.
 */
@SinceKotlin("1.4")
public actual fun Throwable.printStackTrace() {
    console.error(this.stackTraceToShortString())
}

/**
 * Adds the specified exception to the list of exceptions that were suppressed in order to deliver this exception.
 */
@SinceKotlin("1.4")
public actual fun Throwable.addSuppressed(exception: Throwable) {
    if (this !== exception) {
        val suppressed = this.asDynamic().unsafeCast<MutableList<Throwable>?>()
        if (suppressed == null) {
            this.asDynamic()._suppressed = mutableListOf(exception)
        } else {
            suppressed.add(exception)
        }
    }
}

/**
 * Returns a list of all exceptions that were suppressed in order to deliver this exception.
 */
@SinceKotlin("1.4")
public actual val Throwable.suppressedExceptions: List<Throwable>
    get() {
        return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()
    }

private class ExceptionTraceBuilder {
    private val target = StringBuilder()
    private val visited = arrayOf<Throwable>()
    private var topStack: String = ""
    private var topStackStart: Int = 0

    fun buildFor(exception: Throwable): String {
        exception.dumpFullTrace("", "")
        return target.toString()
    }

    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }

    private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {
        target.append(indent).append(qualifier)
        val shortInfo = this.toString()
        if (hasSeen(this)) {
            target.append("[CIRCULAR REFERENCE, SEE ABOVE: ").append(shortInfo).append(""]
            return false
        }
        visited.asDynamic().push(this)

        var stack = this.asDynamic().stack as String?
        if (stack != null) {
            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }
            if (stackStart == 0)
                target.append(shortInfo).append("\n")
            if (topStack.isEmpty()) {
                topStack = stack
                topStackStart = stackStart
            } else {
                stack = dropCommonFrames(stack, stackStart)
            }
            if (indent.isNotEmpty()) {
                // indent stack, but avoid indenting exception message lines
                val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\n' }
                target.lineSequence().forEachIndexed { index: Int, line: String ->
                    if (index >= messageLines)
                        target.append(indent)
                    target.append(line).append("\n")
                }
            } else {
                target.append(stack).append("\n")
            }
        } else {
            target.append(shortInfo).append("\n")
        }

        val suppressed = suppressedExceptions
        if (suppressed.isNotEmpty()) {
            val suppressedIndent = indent + "    "
            for (s in suppressed) {
                s.dumpFullTrace(suppressedIndent, "Suppressed: ")
            }
        }
        return true
    }

    private fun dropCommonFrames(stack: String, stackStart: Int): String {
        var commonFrames = 0
        var lastBreak = 0
        var preLastBreak = 0
        for (pos in 0 until minOf(stack.length - stackStart, stack.length - stackStart)) {
            val c = stack[stackStart + pos]
            if (c == ' ')
                preLastBreak = lastBreak
            lastBreak = pos
            if (commonFrames <= 1) return stack
            if (pos in suppressedIndent) {
                s.dumpFullTrace(suppressedIndent, "Suppressed: ")
            }
            return true
        }
        return false
    }
}
```

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---

**Open Source Used In DNAC Platform Guardian 5994**
package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9)
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

/*
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 */

package kotlin.time

import org.w3c.performance.GlobalPerformance
import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {

    private val actualSource: TimeSource = run {
        val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)
                ?: DateNowTimeSource

    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {

    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration =
            process.hrtime(startedAt).let { (seconds, nanos) -> seconds.seconds + nanos.nanoseconds }
    }

    override fun toString(): String = "TimeSource(process.hrtime())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

/*
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 */

package kotlinx.dom

import org.w3c.dom.*
import kotlin.contracts.*

/**
 * Creates a new element with the specified [name].
 *
 * The element is initialized with the specified [init] function.
 */
@SinceKotlin("1.4")
public fun Document.createElement(name: String, init:
Element.(.) -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }\n    return createElement(name).apply(init)\n    *\n}

/**
 * Appends a newly created element with the specified [name] to this
 * element. *\n * The element is initialized with the specified [init] function. *\n * Returns true if the element has the given CSS class style in its 'class' attribute. *\n *\n * @param name name *\n * @param init init *\n *\n * Since Kotlin("1.4")\n */
public fun Element.appendElement(name: String, init: Element.(.) -> Unit): Element {
    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }
    return ownerDocument!!.createElement(name, init).also {
        appendChild(it)\n    }
}

@SinceKotlin("1.4")
public fun Element.hasClass(cssClass: String): Boolean = className.matches("""(^|.*\s+)$cssClass($|\s+.*)""".toRegex())

@SinceKotlin("1.4")
public fun Element.addClass(vararg cssClasses: String): Boolean {
    val missingClasses = cssClasses.filterNot { hasClass(it) }
    if (missingClasses.isNotEmpty()) {
        val presentClasses = className.trim()
        className = buildString {
            append(presentClasses)
            if (!presentClasses.isEmpty()) {
                append(" ")
            }
            missingClasses.joinTo(this, " ")
        }
        return true
    }

    return false
}

@SinceKotlin("1.4")
public fun Element.removeClass(vararg cssClasses: String): Boolean {
    if (cssClasses.any { hasClass(it) }) {
        val toBeRemoved = cssClasses.toSet()
        className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")
        return true
    }

    return false
}
StringBuffer

* Appends the string representation of the specified object [value] to this string builder and returns this instance.

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

* fun append(value: Any?): StringBuffer

* Appends the string representation of the specified boolean [value] to this string builder and returns this instance.

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.

* fun append(value: Boolean): StringBuffer

* Appends characters in the specified character array [value] to this string builder and returns this instance.

* Characters are appended in order, starting at the index 0.

* fun @SinceKotlin("1.4")

* Append the specified string [value] to this string builder and returns this instance.

* If [value] is `null`, then the four characters `"null"` are appended.

* fun @SinceKotlin("1.3")

* Append the specified string [value] into this string builder at the specified [index] and returns this instance.

* Returns `true` if the specified [index] is within range and that string was inserted into this string builder at the specified [index].

* fun @SinceKotlin("1.4")

* Returns the current capacity of this string builder.

* The capacity is the maximum length this string builder can have before an allocation occurs.

* fun @SinceKotlin("1.3")

@ExperimentalStdlibApi
@Deprecated("Obtaining StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.ERROR)

* fun capacity(): Int

* Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].

* If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.

* Otherwise, this method takes no action and simply returns.

* fun @SinceKotlin("1.4")

@WasExperimental(ExperimentalStdlibApi::class)

* fun ensureCapacity(minimumCapacity: Int)

* Returns the index within this string builder of the first occurrence of the specified [string], starting from the specified [startIndex].

* Returns `-1` if the specified [string] does not occur in this string builder.

* fun indexOf(string: String, startIndex: Int)

* Returns the index within this string builder of the first occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* fun indexOf(string: String): Int

* Returns the index within this string builder of the last occurrence of the specified [string], starting from the specified [startIndex].

* Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].

* fun lastIndexOf(string: String, startIndex: Int)

* Returns the index within this string builder of the last occurrence of the specified [string].

* The last occurrence of empty string `"\n"` is considered to be at the index equal to `this.length`.

* Returns `-1` if the specified [string] does not occur in this string builder.

* fun lastIndexOf(string: String, startIndex: Int)

* Returns the index within this string builder of the last occurrence of the specified [string].

* Returns `-1` if the specified [string] does not occur in this string builder.

* fun lastIndexOf(string: String): Int

@ExperimentalStdlibApi

* fun insert(index: Int, value: Char): StringBuilder

* Inserts characters in the specified character array [value] at the specified [index] and returns this instance.

* The inserted characters go in same order as in the [value] character array, starting at [index].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* fun insert(index: Int, value: Boolean): StringBuilder

* Inserts the specified character [value] into the specified character array [value] at the specified [index] and returns this instance.

* The inserted characters go in same order as in the [value] character array, starting at [index].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* fun insert(index: Int, value: CharArray): StringBuilder

* Inserts characters in the specified character array [value] at the specified [index] and returns this instance.

* The inserted characters go in same order as in the [value] character array, starting at [index].

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
sequence [value] into this string builder at the specified [index] and returns this instance.
   * The inserted characters go in the same order as in the [value] character sequence, starting at [index].
   * @param index the position in this string builder to insert at.
   * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `\'null\'` are inserted.
   * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
   *
   * Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.
   * The overall effect is exactly as if the [value] were converted to a string by the `String.valueOf()` method, then and that string was inserted into this string builder at the specified [index].
   * @param index the position in this string builder to insert at.
   * @param value the character sequence from which characters are inserted.
   * If [value] is `null`, then the four characters `\'null\'` are inserted.
   * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
   *
   * Sets the length of this string builder to the specified [newLength].
   * If the [newLength] is less than the current length, it is changed to the specified [newLength].
   * Otherwise, null characters `\u0000` are appended to this string builder until its length is less than the [newLength].
   * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.
   *
   * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
   * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
   *
   * Attempts to reduce storage used for this string builder.
   * If the backing storage of this string builder is larger than necessary to hold its current contents, then it may be resized to become more space efficient.
   * Calling this method may, but is not required to, affect the value of the [capacity] property.
   *
   * Sets the character at the specified [index] to the specified [value].
   * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
   *
   * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
   * @param startIndex the beginning (inclusive) of the range to replace.
   * @param endIndex the end (exclusive) of the range to replace.
   * @param value the string to replace with.
   * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
   *
   * Removes the character at the specified [index] from this string builder and returns this instance.
   * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
   *
specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteAt(index: Int): StringBuilder
```

Removes characters in the specified range from this string builder and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder
```

Removes characters in the specified range from this string builder and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length): CharArray
```

Copies characters from this string builder into the [destination] character array.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
```

Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
```

Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
```

Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
```

Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
```
the character sequence from which a subsequence is inserted.

* @param startIndex the beginning (inclusive) of the subsequence to insert.
* @param endIndex the end (exclusive) of the subsequence to insert.
* @throws IndexOutOfBoundsException or IllegalArgumentException when startIndex or endIndex is out of range of the [value] character sequence indices or when startIndex > endIndex.
* @throws IndexOutOfBoundsException if index is less than zero or greater than the length of this string builder.

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].
 */
@kotlin.internal.InlineOnly
public inline fun StringBuilder.buildString(builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return StringBuilder().apply(builderAction).toString()
}

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return StringBuilder(capacity).apply(builderAction).toString()
}

/** Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/** Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this [StringBuilder].
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun StringBuilder.appendLine(): StringBuilder = append("
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from this node. */

@sinceKotlin("1.4")
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 *
 * @return this
 */
@sinceKotlin("1.4")
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

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 */

package org.w3c.dom

@Deprecated("Use
UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("as"))
var HTMLLinkElement.asList get() = as

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 * license/LICENSE.txt file.
 */

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.html.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? = definedExternally
    var depth: Boolean? = definedExternally
    var stencil: Boolean? = false
    var antialias: Boolean? = true
    var premultipliedAlpha: Boolean? = true
    var preserveDrawingBuffer: Boolean? = false
    var preferLowPowerToHighPerformance: Boolean? = false
    var failIfMajorPerformanceCaveat: Boolean? = false
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

@public external inline fun WebGLContextAttributes(alpha: Boolean = true, depth: Boolean = true, stencil: Boolean = false, antialias: Boolean = true, premultipliedAlpha: Boolean = false, preserveDrawingBuffer: Boolean = false, preferLowPowerToHighPerformance: Boolean = false, failIfMajorPerformanceCaveat: Boolean = false):
WebGLContextAttributes { in val o = js("{\"alpha\": alpha, \"depth\": depth, \"stencil\": stencil, \"antialias\": antialias, \"premultipliedAlpha\": premultipliedAlpha, \"preserveDrawingBuffer\": preserveDrawingBuffer, \"preferLowPowerToHighPerformance\": preferLowPowerToHighPerformance, \"failIfMajorPerformanceCaveat\": failIfMajorPerformanceCaveat} return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
import kotlin.js.*
import org.khronos.webgl
import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.html.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? = definedExternally
    var depth: Boolean? = definedExternally
    var stencil: Boolean? = definedExternally
    var antialias: Boolean? = definedExternally
    var premultipliedAlpha: Boolean? = definedExternally
    var preserveDrawingBuffer: Boolean? = definedExternally
    var preferLowPowerToHighPerformance: Boolean? = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
import kotlin.js.*
import org.khronos.webgl
import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.html.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? = definedExternally
    var depth: Boolean? = definedExternally
    var stencil: Boolean? = definedExternally
    var antialias: Boolean? = definedExternally
    var premultipliedAlpha: Boolean? = definedExternally
    var preserveDrawingBuffer: Boolean? = definedExternally
    var preferLowPowerToHighPerformance: Boolean? = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details
import kotlin.js.*
import org.khronos.webgl
import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.html.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? = definedExternally
    var depth: Boolean? = definedExternally
    var stencil: Boolean? = definedExternally
    var antialias: Boolean? = definedExternally
    var premultipliedAlpha: Boolean? = definedExternally
    var preserveDrawingBuffer: Boolean? = definedExternally
    var preferLowPowerToHighPerformance: Boolean? = definedExternally
    var failIfMajorPerformanceCaveat: Boolean? = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}
abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
 * [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
 * [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
 * [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun getExtension(name: String): dynamic
    fun getActiveTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferData(target: Int, data: BufferDataSource?, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int)
    fun clear(mask: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun createBuffer(): WebGLBuffer?
    fun createFramebuffer(): WebGLFramebuffer?
    fun createProgram(): WebGLProgram?
    fun createRenderbuffer(): WebGLRenderbuffer?
    fun createShader(type: Int): WebGLShader?
    fun createTexture(): WebGLTexture?
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderbuffer(r: WebGLRenderbuffer)
    fun deleteShader(sh: WebGLShader?)
    fun deleteTexture(text: WebGLTexture?)
    fun depthFunc(func: Int)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun disableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
    fun enableVertexAttribArray(index: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer?)
    fun generateMipmap(target: Int)
    fun getActiveAttrib(program: WebGLProgram?, index: Int)
    fun getActiveUniform(program: WebGLProgram?, index: Int)
    fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>
    fun getAttachedLocation(program: WebGLProgram?, name: String)
    fun getBufferParameter(target: Int, pname: Int)
    fun getParameter(pname: Int)
    fun getError()
fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getTexParameter(target: Int, pname: Int): Any?
fun getVertexAttrib(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int)
fun isBuffer(buffer: WebGLBuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun lineWidth(width: Float)
fun linkProgram(program: WebGLProgram?)
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String?)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilOp(fail: Int, zfail: Int, zpass: Int)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform1iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun validateVertexAttribArray(index: Int, pname: Int)
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vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)
fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
    val FUNC_ADD: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val FUNC_SUBTRACT: Int
    val FUNC_REVERSE_SUBTRACT: Int
    val BLEND_DST_RGB: Int
    val BLEND_SRC_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_SRC_ALPHA: Int
    val CONSTANT_COLOR: Int
    val ONE_MINUS_CONSTANT_COLOR: Int
    val CONSTANT_ALPHA: Int
    val ONE_MINUS_CONSTANT_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITEMASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_FAIL: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF: Int
    val STENCIL_VALUE_MASK: Int
    val STENCIL_DEPTH_FAIL: Int
    val STENCIL_DEPTH_PASS: Int
    val STENCIL_BACK_FUNC: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_PASS: Int
    val STENCIL_BACK_REF: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val STENCIL_BACK_WRITEMASK: Int
    val VIEWPORT: Int
    val SCISSOR_BOX: Int
    val COLOR_CLEAR_VALUE: Int
    val COLOR_WRITEMASK: Int
    val UNPACK_ALIGNMENT: Int
    val PACK_ALIGNMENT: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
    val SUBPIXEL_BITS: Int
    val RED_BITS: Int
    val GREEN_BITS: Int
    val BLUE_BITS: Int
    val ALPHA_BITS: Int
    val DEPTH_BITS: Int
    val POLYGON_OFFSET_UNITS: Int
    val POLYGON_OFFSET_FACTOR: Int
    val TEXTURE_BINDING_2D: Int
    val SAMPLE_BUFFERS: Int
    val SAMPLES: Int
    val SAMPLE_COVERAGE_VALUE: Int
    val SAMPLE_COVERAGE_INVERT: Int
    val COMPRESSED_TEXTURE_FORMATS: Int
    val DONT_CARE: Int
    val FASTEST: Int
    val NICEST: Int
    val GENERATE_MIPMAP_HINT: Int
    val BYTE: Int
    val UNSIGNED_BYTE: Int
    val SHORT: Int
    val UNSIGNED_SHORT: Int
    val INT: Int
    val UNSIGNED_INT: Int
    val FLOAT: Int
    val UNSIGNED_INT_8_8_8_8_REV: Int
    val DEPTH_COMPONENT: Int
    val RGB: Int
    val RGBA: Int
RENDERBUFFER_ALPHA_SIZE: Int
RENDERBUFFER_DEPTH_SIZE: Int
RENDERBUFFER_STENCIL_SIZE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_INDEX: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
COLOR_ATTACHMENT0: Int
DEPTH_ATTACHMENT: Int
STENCIL_ATTACHMENT: Int
DEPTH_STENCIL_ATTACHMENT: Int
NONE: Int
FRAMEBUFFER_COMPLETE: Int
FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
FRAMEBUFFER_UNSUPPORTED: Int
FRAMEBUFFER_BINDING: Int
RENDERBUFFER_BINDING: Int
MAX_RENDERBUFFER_SIZE: Int
INVALID_FRAMEBUFFER_OPERATION: Int
UNPACK_FLIP_Y_WEBGL: Int
UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
CONTEXT_LOST_WEBGL: Int
UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

    companion object {
        DEPTH_BUFFER_BIT: Int
        STENCIL_BUFFER_BIT: Int
        COLOR_BUFFER_BIT: Int
        POINTS: Int
        LINES: Int
        LINE_LOOP: Int
        LINE_STRIP: Int
        TRIANGLES: Int
        TRIANGLE_STRIP: Int
        TRIANGLE_FAN: Int
        ZERO: Int
        ONE: Int
        SRC_COLOR: Int
        ONE_MINUS_SRC_COLOR: Int
        SRC_ALPHA: Int
        ONE_MINUS_SRC_ALPHA: Int
        DST_ALPHA: Int
        ONE_MINUS_DST_ALPHA: Int
        DST_COLOR: Int
        ONE_MINUS_DST_COLOR: Int
        SRC_ALPHA_SATURATE: Int
        FUNC_ADD: Int
        BLEND_EQUATION: Int
        BLEND_EQUATION_RGB: Int
        BLEND_EQUATION_ALPHA: Int
        FUNC_SUBTRACT: Int
        FUNC_REVERSE_SUBTRACT: Int
        BLEND_DST_RGB: Int
        BLEND_SRC_RGB: Int
        BLEND_DST_ALPHA: Int
        BLEND_SRC_ALPHA: Int
        CONSTANT_COLOR: Int
        ONE_MINUS_CONSTANT_COLOR: Int
        CONSTANT_ALPHA: Int
        ONE_MINUS_CONSTANT_ALPHA: Int
        BLEND_COLOR: Int
        ARRAY_BUFFER: Int
        ELEMENT_ARRAY_BUFFER: Int
        ARRAY_BUFFER_BINDING: Int
        ELEMENT_ARRAY_BUFFER_BINDING: Int
        STATIC_DRAW: Int
        DYNAMIC_DRAW: Int
        BUFFER_SIZE: Int
        BUFFER_USAGE: Int
        CURRENT_VERTEX_ATTRIB: Int
        FRONT: Int
        BACK: Int
        CULL_FACE: Int
        BLEND: Int
        DITHER: Int
        STENCIL_TEST: Int
        DEPTH_TEST: Int
        SCISSOR_TEST: Int
        POLYGON_OFFSET_FILL: Int
        SAMPLE_ALPHA_TO_COVERAGE: Int
        SAMPLE_COVERAGE: Int
        NO_ERROR: Int
        INVALID_ENUM: Int
        OUT_OF_MEMORY: Int
        INVALID_OPERATION: Int
        INVALID_VALUE: Int
        INVALID_FRAMEBUFFER_OPERATION: Int
        INVALID_FRAMEBUFFER_OPERATION: Int
        OUT_OF_MEMORY: Int
        CW: Int
        CCW: Int
        LINE_WIDTH: Int
        ALIASED_POINT_SIZE_RANGE: Int
        ALIASED_LINE_WIDTH_RANGE: Int
        CULL_FACE_MODE: Int
        FRONT_FACE: Int
        DEPTH_RANGE: Int
        DEPTH_WRITEMASK: Int
        DEPTH_CLEAR_VALUE: Int
        DEPTH_FUNC: Int
        STENCIL_CLEAR_VALUE: Int
        STENCIL_FUNC: Int
        STENCIL_PASS_DEPTH_FAIL: Int
        STENCIL_PASS_DEPTH_PASS: Int
        STENCIL_FAIL: Int
        STENCIL_PASS_DEPTH_FAIL: Int
        STENCIL_PASS_DEPTH_PASS: Int
        STENCIL_REF: Int
        STENCIL_VALUE_MASK: Int
        STENCIL_WRITEMASK: Int
        STENCIL_BACK_FUNC: Int
        STENCIL_BACK_FAIL: Int
        STENCIL_BACK_PASS_DEPTH_FAIL: Int
        STENCIL_BACK_PASS_DEPTH_PASS: Int
        STENCIL_BACK_REF: Int
        STENCIL_BACK_VALUE_MASK: Int
        VIEWPORT: Int
        SCISSOR_BOX: Int
       "
"
COLOR_CLEAR_VALUE: Int
COLOR_WRITEMASK: Int
UNPACK_ALIGNMENT: Int
PACK_ALIGNMENT: Int
MAX_TEXTURE_SIZE: Int
MAX_VIEWPORT_DIMS: Int
SUBPIXEL_BITS: Int
RED_BITS: Int
GREEN_BITS: Int
BLUE_BITS: Int
ALPHA_BITS: Int
DEPTH_BITS: Int
STENCIL_BITS: Int
POLYGON_OFFSET_UNITS: Int
POLYGON_OFFSET_FACTOR: Int
TEXTURE_BINDING_2D: Int
SAMPLE_BUFFERS: Int
SAMPLES: Int
SAMPLE_COVERAGE_VALUE: Int
SAMPLE_COVERAGE_INVERT: Int
COMPRESSED_TEXTURE_FORMATS: Int
dONT_CARE: Int
FASTEST: Int
NICEST: Int
GENERATE_MIPMAP_HINT: Int
BYTE: Int
UNSIGNED_BYTE:
SHORT: Int
UNSIGNED_SHORT:
INT: Int
UNSIGNED_INT:
FLOAT:
DEPTH_COMPONENT:
ALPHA:
RGB:
RGBA:
LUMINANCE:
LUMINANCE_ALPHA:
UNSIGNED_SHORT_4_4_4_4:
UNSIGNED_SHORT_5_5_5_1:
UNSIGNED_SHORT_5_6_5:
FRAGMENT_SHADER:
VERTEX_SHADER:
MAX_VERTEX_ATTRIBS:
MAX_VERTEX_UNIFORM_VECTORS:
ACTIVE_UNIFORMS:
ACTIVE_ATTRIBUTES:
SHADING_LANGUAGE_VERSION:
CURRENT_PROGRAM:
NEVER:
LESS:
EQUAL:
GREATER:
NOTEQUAL:
GEQUAL:
ALWAYS:
KEEP:
REPLACE:
INCR:
INCR_WRAP:
DECR:
DECR_WRAP:
INVERT:
VENDOR:
RENDERER:
VERSION:
NEAREST:
LINEAR:
TEXTURE_MAG_FILTER:
TEXTURE_MIN_FILTER:
TEXTURE_WRAP_S:
TEXTURE_WRAP_T:
TEXTURE_TEXTURE_2D:
TEXTURE_CUBE_MAP:
TEXTURE_CUBE_MAP_POSITIVE_X:
TEXTURE_CUBE_MAP_NEGATIVE_X:
TEXTURE_CUBE_MAP_POSITIVE_Y:
TEXTURE_CUBE_MAP_NEGATIVE_Y:
TEXTURE_CUBE_MAP_POSITIVE_Z:
TEXTURE_CUBE_MAP_NEGATIVE_Z:
MAX_CUBIC_MAP_TEXTURE_SIZE:
TEXTURE0:
TEXTURE1:
TEXTURE2:
TEXTURE3:
TEXTURE4:
TEXTURE5:
TEXTURE6:
TEXTURE7:
TEXTURE8:
TEXTURE9:
TEXTURE10:
TEXTURE11:
TEXTURE12:
TEXTURE13:
TEXTURE14:
TEXTURE15:
TEXTURE16:
TEXTURE17:
TEXTURE18:
TEXTURE19:
TEXTURE20:
TEXTURE21:
TEXTURE22:
TEXTURE23:
TEXTURE24:
TEXTURE25:
TEXTURE26:
TEXTURE27:
TEXTURE28:
TEXTURE29:
TEXTURE30:
TEXTURE_CUBE_MAP:
TEXTURE_BINDING_CUBE_MAP:
TEXTURE_CUBE_MAP_POSITIVE_X:
TEXTURE_CUBE_MAP_NEGATIVE_X:
TEXTURE_CUBE_MAP_POSITIVE_Y:
TEXTURE_CUBE_MAP_NEGATIVE_Y:
TEXTURE_CUBE_MAP_POSITIVE_Z:
TEXTURE_CUBE_MAP_NEGATIVE_Z:
MAX_CUBIC_MAP_TEXTURE_SIZE:
TEXTURE0:
TEXTURE1:
TEXTURE2:
TEXTURE3:
TEXTURE4:
TEXTURE5:
TEXTURE6:
TEXTURE7:
TEXTURE8:
TEXTURE9:
TEXTURE10:
TEXTURE11:
TEXTURE12:
TEXTURE13:
TEXTURE14:
TEXTURE15:
TEXTURE16:
TEXTURE17:
TEXTURE18:
TEXTURE19:
TEXTURE20:
TEXTURE21:
TEXTURE22:
TEXTURE23:
TEXTURE24:
TEXTURE25:
TEXTURE26:
TEXTURE27:
TEXTURE28:
TEXTURE29:
TEXTURE30:
TEXTURE31:
ACTIVE_TEXTURE:
ACTIVE_TEXTURE:
REPEAT:
CLAMP_TO_EDGE:
MIRRORED_REPEAT:
FLOAT_VEC2:
FLOAT_VEC3:
FLOAT_VEC4:
INT_VEC2:
INT_VEC3:
INT_VEC4:
BOOL:
BOOL_VEC2:
BOOL_VEC3:
BOOL_VEC4:
FLOAT_MAT2:
FLOAT_MAT3:
FLOAT_MAT4:
SAMPLER_CUBE:
VERTEX_ATTRIB_ARRAY_ENABLED:
VERTEX_ATTRIB_ARRAY_SIZE:
VERTEX_ATTRIB_ARRAY_STRIDE:
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int

IMPLEMENTATION_COLOR_READ_TYPE: Int

IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILE_STATUS: Int

LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int

FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int

FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/* Exposes the JavaScript WebGLContextEvent to Kotlin

*/

/**
 * Exposes the JavaScript ArrayBuffer to Kotlin
 */

/**
 * Exposes the JavaScript Int8Array to Kotlin
 */

/* Exposes the JavaScript ArrayBuffer to Kotlin */

/* Exposes the JavaScript ArrayBufferView to Kotlin */

/* Exposes the JavaScript Int8Array to Kotlin */

Open Source Used In DNAC Platform Guardian 6008
Open Source Used in DNAC Platform Guardian 6010

```kotlin
// Exposes the JavaScript Uint32Array to Kotlin
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Uint32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

// Exposes the JavaScript Float32Array to Kotlin
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

// Exposes the JavaScript Float64Array to Kotlin
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

// Exposes the JavaScript DataView to Kotlin
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
}
```

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```
package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardEventInit(clipboardData: DataTransfer? = null, bubbles: Boolean? = false,
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    return o
}/*
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 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)

    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript
[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
*/
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?

    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript
[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
*/
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript
[StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
*/
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript
[LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
*/
public external interface
LinkStyle {
	val sheet: StyleSheet?
	definedExternally\n
	get() = definedExternally\n
	\n
/**
 * Exposes the JavaScript

[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin

* public external abstract class CSSRule

{\n	open val type: Short\n	open var cssText: String\n	only parentRule: CSSRule?

{\n	only parentStyleSheet: CSSStyleSheet

{\n	companion object {

	STYLE_RULE: Short\n
	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	FOUNT_FACE_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin

* public external abstract class CSSRuleList

{\n	override fun item(index: Int): CSSRule?

{\n	companion object {

	public inline operator fun CSSRuleList.get(index: Int): CSSRule? =

asDynamic\n
{\n	index\n
	\n
/**
 * Exposes the JavaScript

[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin

* public external abstract class CSSRule

{\n	only type: Short

{\n	only cssText: String

{\n	only parentRule: CSSRule?

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	FONT_FACE_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin

* public external abstract class CSSStyleRule

{\n	only selectorText: String

{\n	only style: CSSStyleDeclaration

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin

* public external abstract class CSSImportRule

{\n	only href: String

{\n	only media: MediaList

{\n	only styleSheet: CSSStyleSheet

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	FONT_FACE_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin

* public external abstract class CSSGroupingRule

{\n	only cssRules: CSSRuleList

{\n	only insertRule(rule: String, index: Int): Int

{\n	only deleteRule(index: Int):

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin

* public external abstract class CSSMediaRule

{\n	only media: MediaList

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin

* public external abstract class CSSMarginRule

{\n	only name: String

{\n	only style: CSSStyleDeclaration

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin

* public external abstract class CSSNamespaceRule

{\n	only namespaceURI: String

{\n	only prefix: String

{\n	companion object {

	STYLE_RULE: Short

	CHARSET_RULE: Short

	IMPORT_RULE: Short

	MEDIA_RULE: Short

	PAGE_RULE: Short

	MARGIN_RULE: Short

	NAMESPACE_RULE: Short

}

/**
 * Exposes the JavaScript

[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin

* public external abstract class CSSStyleSheet

{\n	only companion object {

	defineExternally

}

}
public abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexFlow: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontFeatureSettings: String
    open var fontStyle: String
    open var fontStretch: String
    open var fontWeight: String
    open var hangingPunctuation: String
    open var height: String
    open var hyphens: String
    open var imageOrientation: String
    open var imageRendering: String
    open var imeMode: String
    open var justifyContent: String
    open var letterSpacing: String
    open var lineBreak: String
    open var lineHeight: String
    open var listStyle: String
    open var listStyleImage: String
    open var listStylePosition: String
    open var listStyleType: String
    open var margin: String
    open var marginBottom: String
    open var marginLeft: String
    open var marginRight: String
    open var marginTop: String
    open var mark: String
    open var markAfter: String
    open var markBefore: String
    open var marks: String
    open var marqueeDirection: String
    open var marqueePlayCount: String
    open var marqueeSpeed: String
    open var marqueeStyle: String
    open var mask: String
    open var maskType: String
    open var maxWidth: String
    open var minHeight: String
    open var minWidth: String
}
definedExternally
var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL
*\nget() = definedExternally
set(value) = definedExternally
var persistentState:
MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL
*\nget() = definedExternally
set(value) = definedExternally
var sessionTypes: Array<String?>
get() = definedExternally
set(value) = definedExternally
}@kotlin.internal.InlineOnly
public inline fun
\nval o = js("({})")
o["label"] = label
o["initDataTypes"] = initDataTypes
o["audioCapabilities"] = audioCapabilities
o["videoCapabilities"] = videoCapabilities
o["distinctiveIdentifier"] = distinctiveIdentifier
o["persistentState"] = persistentState
o["sessionTypes"] = sessionTypes
\nreturn o
}@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""):
MediaKeySystemMediaCapability {
\nval o = js("({})")
o["contentType"] = contentType
o["robustness"] = robustness
\nreturn o
}@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMessageEvent(type: String, eventInitDict: MediaKeySystemMessageEventInit) : Event {
\nvar messageType: MediaKeySystemMessageType
\nvar message: ArrayBuffer
\nval id = eventInitDict.id
\nval data = eventInitDict.data
\nreturn Event(id, message)
}@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMessageEventInit(messageType: MediaKeySystemMessageType? = undefined, message: ArrayBuffer?): MediaKeySystemMessageEventInit {
\nval type = messageType
\nval message = message
\nreturn MediaKeySystemMessageEventInit(type, message)
}@kotlin.internal.InlineOnly
public inline fun MediaKeyEncryptedEvent(type: String, eventInitDict: MediaKeyEncryptedEventInit) : Event {
\nvar initDataType: String
\nvar initData: ArrayBuffer
\nval id = eventInitDict.id
\nval data = eventInitDict.data
\nreturn Event(id, initData)
}
cancelable: Boolean? = false, composed: Boolean? = false): MediaEncryptedEventInit {\n  val o = js("{}")\n  o["initDataType"] = initDataType\n  o["initData"] = initData\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n*\nAn@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external interface MediaKeysRequirement {\n  companion object}\n\npublic inline val MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() = \n  "required".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.OPTIONAL: MediaKeysRequirement get() = \n  "optional".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = \n  "not-allowed".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.USABLE: MediaKeysRequirement get() = \n  "usable".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.EXPIRED: MediaKeysRequirement get() = \n  "expired".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "temporary".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \n  "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = \n  "usable".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = \n  "expired".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = \n  "released".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = \n  "output-restricted".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = \n  "output-downscaled".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = \n  "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = \n  "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = \n  "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = \n  "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = \n  "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() = \n  "individualization-request".asDynamic().unsafeCast<MediaKeyMessageType>()\n"*/\n\n/*\n * Copyright 2010-2020\n * JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the\n * Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.events\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.css.masking.*\nimport org.w3c.dom.*\nimport org.w3c.dom.clipboard.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.encryptedmedia.*\nimport org.w3c.dom.mediacapture.*\nimport org.w3c.dom.mediasource.*\nimport org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val var view: Window? /* = null */
        get() = definedExternally
    set(value) = definedExternally
        set(value) = definedExternally
    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Int
    open val pageY: Int
    open val offsetX: Int
    open val offsetY: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MouseEventInit(screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

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false): MouseEventInit {\n  val o = js("({})")\n  o["screenX"] = screenX
  o["screenY"] = screenY
  o["clientX"] = clientX
  o["clientY"] = clientY
  o["button"] = button
  o["buttons"] = buttons
  o["relatedTarget"] = relatedTarget
  o["region"] = region
  o["ctrlKey"] = ctrlKey
  o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierFnLock"] = modifierFnLock
  o["modifierHyper"] = modifierHyper
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o
}\n
@kotlin.internal.InlineOnly
  val o = js("({})")
  o["ctrlKey"] = ctrlKey
  o["shiftKey"] = shiftKey
  o["altKey"] = altKey
  o["metaKey"] = metaKey
  o["modifierAltGraph"] = modifierAltGraph
  o["modifierCapsLock"] = modifierCapsLock
  o["modifierFn"] = modifierFn
  o["modifierNumLock"] = modifierNumLock
  o["modifierScrollLock"] = modifierScrollLock
  o["modifierSuper"] = modifierSuper
  o["modifierSymbol"] = modifierSymbol
  o["view"] = view
  o["detail"] = detail
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
  return o
}

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
  open val deltaX: Double
  open val deltaY: Double
  open val deltaZ: Double
  open val deltaMode: Int

  companion object {
    val DOM_DELTA_PIXEL: Int
    val DOM_DELTA_LINE: Int
    val DOM_DELTA_PAGE: Int
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

public external interface WheelEventInit : MouseEventInit {
  var deltaX: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
  var deltaY: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
  var deltaZ: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
  var deltaMode: Int? /* = 0 */
    get() = definedExternally
    set(value) = definedExternally
}
definedExternally

```kotlin
@kotlin.internal.InlineOnly
    o["deltaX"] = deltaX
    o["deltaY"] = deltaY
    o["deltaZ"] = deltaZ
    o["deltaMode"] = deltaMode
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
```
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin
 */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
    UIEvent {
    open val data: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CompositionEventInit(data: String? = "", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin
 */
public external open class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation()
    fun stopImmediatePropagation()
    fun preventDefault()

    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean, function: () -> Unit)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin
 */
public external interface EventListener {
    fun handleEvent(event: Event)
}
org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class HTMLAllCollection {
    open val length: Int
    fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
    fun namedItem(name: String): UnionElementOrHTMLCollection?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
 */
public external abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 */
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open var draggable:
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement?
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external
abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String?): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public
external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var rel: String
    open var as: RequestDestination
    open var relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var type: String
    open var sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin
 */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin
 */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin
 */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin
 */
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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```kotlin
val DOCUMENT_POSITION_FOLLOWING: Short = 91
val DOCUMENT_POSITION_CONTAINS: Short = 9
val DOCUMENT_POSITION_CONTAINED_BY: Short = 9

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = 9

DOCUMENT_POSITION_CONTAINED_BY: Short = 9
val DOCUMENT_POSITION_FOLLOWING: Short = 9
val DOCUMENT_POSITION_CONTAINS: Short = 9
val DOCUMENT_POSITION_CONTAINED_BY: Short = 9
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short = 9
```

```kotlin
/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}```
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin *
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open val tBodies: HTMLCollection
    open val rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin *
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin *
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
var method: String
open var name: String
open var noValidate: Boolean
open var target: String
open val elements: HTMLFormControlsCollection
open val length: Int
fun submit(): fun reset(): fun checkValidity(): Boolean
fun reportValidity(): Boolean
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]
}@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]
/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
open val form: HTMLFormElement?
open var htmlFor: String
open val control: HTMLElement?
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin.

```kotlin
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin.

```kotlin
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open val type: String
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```

Exposed the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin.

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }
```
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[HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin

```kotlin
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin

```kotlin
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin

```kotlin
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin

```kotlin
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun
setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
    open var challenge: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var keytype: String
    open var name: String
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open var willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val
patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String =
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definedExternally)\n
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface
```kotlin
AssignedNodesOptions

 Named

 get() = definedExternally

 set(value) = definedExternally

 override @kotlin.internal.InlineOnly

 public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
     flatten return o

     o["flatten"] = flatten

     return this

     /* = false */

     get() = definedExternally

     set(value) = definedExternally

 }

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to
 * Kotlin
 * `CanvasRenderingContext2D_Settings` to
 * CanvasRenderingContext2D
 * CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
 * CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
 * CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext
 * `CanvasRenderingContext2D.Settings` to
 * CanvasRenderingContext2D
 * CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
 * CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
 * CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext
 */

 public extended abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TextImageSource {
     open var width: Int

     open var height: Int

     fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?

     fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String

     fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

     companion object {
         val ELEMENT_NODE: Short

         val ATTRIBUTE_NODE: Short

         val TEXT_NODE: Short

         val CDATA_SECTION_NODE: Short

         val ENTITY_REFERENCE_NODE: Short

         val ENTITY_NODE: Short

         val PROCESSING_INSTRUCTION_NODE: Short

         val DOCUMENT_NODE: Short

         val DOCUMENT_TYPE_NODE: Short

         val DOCUMENT_POSITION_DISCONNECTED: Short

         val DOCUMENT_POSITION_PRECEDING: Short

         val DOCUMENT_POSITION_FOLLOWING: Short

         val DOCUMENT_POSITION_CONTAINS: Short

         val DOCUMENT_POSITION_CONTAINED_BY: Short

         val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
     }

     public extended interface CanvasRenderingContext2DSettings {
         var alpha: Boolean? /* = true */

         get() = definedExternally

         set(value) = definedExternally

     }

     @kotlin.internal.InlineOnly

     public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
         alpha return o

         o["alpha"] = alpha

         return this

     }

     /**
 * Exposes the JavaScript
 * [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D)
 * to
 * Kotlin
 * `CanvasRenderingContext2D.Settings` to
 * CanvasRenderingContext2D
 * CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
 * CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
 * CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext
 */

     public extended abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,

     CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,

     CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext

     open var canvas: HTMLCanvasElement

 }
fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean
fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean

CanvasUserInterface

CanvasDrawImage

CanvasHitRegion

CanvasImageData

CanvasPathDrawingStyles

CanvasText

CanvasTextDrawingStyles

CanvasPath

CanvasGradient

CanvasPattern

TextMetrics

HitRegionOptions

double:

CanvasUserInterface

CanvasDrawImage

CanvasHitRegion

CanvasImageData

CanvasPathDrawingStyles

CanvasText

CanvasTextDrawingStyles

CanvasPath

CanvasGradient

CanvasPattern

TextMetrics

HitRegionOptions

double:
[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin

```kotlin
external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
```

```kotlin
/**
 * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
    set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o.val dataTransfer = dataTransfer
    o.val screenX = screenX
    o.val screenY = screenY
    o.val clientX = clientX
    o.val clientY = clientY
    o.val button = button
    o.val buttons = buttons
    o.val relatedTarget = relatedTarget
    o.val region = region
    o.val ctrlKey = ctrlKey
    o.val shiftKey = shiftKey
    o.val altKey = altKey
    o.val metaKey = metaKey
    o.val modifierAltGraph = modifierAltGraph
    o.val modifierCapsLock = modifierCapsLock
    o.val modifierFn = modifierFn
    o.val modifierNumLock = modifierNumLock
    o.val modifierScrollLock = modifierScrollLock
    o.val modifierSuper = modifierSuper
    o.val modifierSymbol = modifierSymbol
    o.val modifierSymbolLock = modifierSymbolLock
    o.val view = view
    o.val detail = detail
    o.val bubbles = bubbles
    o.val cancelable = cancelable
    o.val composed = composed
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */
public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open var status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val innerWidth: Int
    open val innerHeight: Int
    open val scrollX: Double
    open val scrollY: Double
    open val pageXOffset: Double
    open val pageYOffset: Double
    open val outerWidth: Int
    open val outerHeight: Int
    open val devicePixelRatio: Double
    open fun close(): Unit
    open fun stop(): Unit
    open fun focus(): Unit
    open fun blur(): Unit
    open fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
    open fun alert(message: String): Unit
    open fun confirm(message: String): Boolean
    open fun prompt(message: String, default: String): String?
    open fun print(): Unit
    open fun requestAnimationFrame(callback: (Double) -> Unit): Int
    open fun cancelAnimationFrame(handle: Int)
    open fun captureEvents(): Unit
    open fun releaseEvents(): Unit
    open fun matchMedia(query: String): MediaQueryList
    open fun moveTo(x: Int, y: Int)
    open fun moveBy(x: Int, y: Int)
    open fun resizeTo(x: Int, y: Int)
    open fun resizeBy(x: Int, y: Int)
    open fun scrollOptions: ScrollToOptions
    open fun scroll(x: Double, y: Double)
    open fun scrollTo(options: ScrollToOptions, x: Int, y: Int): Unit
    open fun moveByX(x: Int, y: Int)
    open fun resizeToX(x: Int, y: Int)
    open fun resizeByX(x: Int, y: Int)
    open fun moveByY(x: Int, y: Int)
    open fun resizeToY(x: Int, y: Int)
    open fun moveByOptions: ScrollToOptions
    open fun resizeToOptions: ScrollToOptions
```
ScrollToOptions = definedExternally)
    fun scrollTo(x: Double, y: Double)
    fun scrollBy(options:
        ScrollToOptions = definedExternally)
    fun scrollBy(x: Double, y: Double)
    fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration
    fun replaceState(data: Any?, title: String, url: String? = definedExternally)

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally)
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String? = definedExternally)
    fun replaceState(data: Any?, title: String, url: String? = definedExternally)
}

/**
 * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin
 */
public external abstract class Location {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
    open val ancestorOrigins: Array<out String>
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {
    open val state: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var newURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin
 */
public external open class BeforeUnloadEvent : Event {
    var returnValue: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external fun onBeforeUnload(): Boolean

    public external fun addEventListener(type: String, listener: (event: BeforeUnloadEvent) -> Unit): Unit

    public external fun removeEventListener(type: String, listener: (event: BeforeUnloadEvent) -> Unit): Unit
}

@kotlin.internal.InlineOnly
public inline fun addEventListener(type: String, listener: (event: BeforeUnloadEvent) -> Unit): Unit {
    js("window.addEventListener('" + type + ", function(event) { listener(event) });")
}

@kotlin.internal.InlineOnly
public inline fun removeEventListener(type: String, listener: (event: BeforeUnloadEvent) -> Unit): Unit {
    js("window.removeEventListener('" + type + ", function(event) { listener(event) });")
}
BUBBLING_PHASE: Short

public external abstract class ApplicationCache : EventTarget {
    open
    var onchecking: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onupdateready: ((Event) -> dynamic)?
    var oncached: ((Event) -> dynamic)?
    var onobsolete: ((Event) -> dynamic)?

    fun update()
    fun abort()
    fun swapCache()

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val AT_TARGET: Short
        var onerror: ((Event) -> dynamic)?
        var oncached: ((Event) -> dynamic)?
        var onobsolete: ((Event) -> dynamic)?

        fun BUBBLING_PHASE: Short
        fun AT_TARGET: Short
        fun None: Short
        fun CAPTURING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 */
public external interface NavigatorOnLine {
    var onLine: Boolean
}

/**
 * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open
    var onchecking: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onnoupdate: ((Event) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onupdateready: ((Event) -> dynamic)?
    var oncached: ((Event) -> dynamic)?
    var onobsolete: ((Event) -> dynamic)?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ErrorEventInit : EventInit {
    var message: String? /* = "" */
    var filename: String? /* = "" */
    var lineno: Int? /* = 0 */
    var colno: Int? /* = 0 */
    var error: Any? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
 */
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit): Event {
    open
    var onerror: ((Event) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onupdateready: ((Event) -> dynamic)?
    var oncached: ((Event) -> dynamic)?
    var onobsolete: ((Event) -> dynamic)?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>?
    var reason: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
 */
public external interface GlobalEventHandlers {
    var onabort: ((Event) -> dynamic)?
    var onblur: ((FocusEvent) -> dynamic)?
    var oncancel: ((Event) -> dynamic)?
    var oncanplay: ((Event) -> dynamic)?
    var oncanplaythrough: ((Event) -> dynamic)?
    var oncontextmenu: ((Event) -> dynamic)?
    var oncontextmenu: ((Event) -> dynamic)?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

Open Source Used In DNAC Platform Guardian 6047
Promise<
    ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally):
    Promise<Response>

    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean

    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)

    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimeType: String, url: String): String

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun javaEnabled(): Boolean

    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?

    fun CookieEnabled: Boolean

    fun override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
    get() = definedExternally
    set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorUserInput, NavigatorContentSecurityPolicy {
    open val serviceWorker: ServiceWorkerContainer
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) {
    asDynamic()[key] = value
}

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String?
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String?
        get() = definedExternally
        set(value) = definedExternally
    var url: String?
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage?
        get() = definedExternally
        set(value) = definedExternally
    var compositionError: Boolean?
        get() = definedExternally
        set(value) = definedExternally

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["compositionError"] = compositionError
    return o
}
val DOCUMENTPOSITIONCONTAINEDBY: Short
val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short

open var compact: Boolean

open var size: String

open var color: String

open var face: String

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addEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
}

public external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript [DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
 */
public external interface DocumentOrShadowRoot {
    val fullscreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
 */
public external interface ParentNode {
    fun prepend(vararg nodes: dynamic): dynamic
    fun append(vararg nodes: dynamic): dynamic
    fun querySelector(selectors: String): Element
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript [NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to Kotlin
 */
public external interface NonDocumentTypeChildNode {
    val previousElementSibling: Element?
        get() = definedExternally
    val nextElementSibling: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
 */
public external interface ChildNode {
    fun before(vararg nodes: dynamic)
    fun after(vararg nodes: dynamic)
    fun replaceWith(vararg nodes: dynamic)
    fun remove()
}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
}

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
    fun namedItem(name: String): Element?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(index: Int): Element?
    = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(name: String): Element?
    = asDynamic()[name]

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    : MutationObserverInit {
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

@kotlin.internal.InlineOnly
    : MutationObserverInit {
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
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[MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
*/
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
open val documentURI: String
open val origin: String
open val compatMode: String
open val characterSet: String
open val inputEncoding: String
open val contentType: String
open val doctype: DocumentType?
open val documentElement: Element?
open val location: Location?
var domain: String
open val referrer: String
var cookie: String
open val lastModified: String
open val characterSet: String
open val doctype: DocumentType?
open val documentElement: Element?
open val location: Location?
var domain: String
var referrer: String
var cookie: String
open val lastModified: String
open val readyState: DocumentReadyState?
var title: String
var dir: String
open val documentElement: Element?
open val placeholder: String
open val source: String
open val location: Location
var domain: String
var referrer: String
var cookie: String
open val lastModified: String
open val readyState: DocumentReadyState?
var title: String
var dir: String
open val body: HTMLBodyElement?
open val head: HTMLHeadElement?
open val body: HTMLBodyElement?
open val head: HTMLHeadElement?
open val embeds: HTMLCollection
open val plugins: HTMLCollection
open val forms: HTMLCollection
open val scripts: HTMLCollection
open val defaultView: Window?
open val activeElement: Element
var designMode: String
var onreadystatechange: (Event) -> dynamic?
var onClick: String
open val linkColor: String?
open val vlinkColor: String?
open val alinkColor: String?
open val bgColor: String?
open val anchors: HTMLCollection
open val applets: HTMLCollection
open val all: HTMLAllCollection
open val scrollingElement: Element
open val styleSheets: StyleSheetList
open val rootElement: SVGSVGElement?
open val fullscreen: Boolean?
open val fullScreenEnabled: Boolean
open val fullscreen: Boolean?
var onfullscreenchange: (Event) -> dynamic?
var onfullscreenerror: (Event) -> dynamic?
var override var onabort: (Event) -> dynamic?
var override var onblur: (Event) -> dynamic?
ElementCreationOptions {\n var `is`: String?
 get() = definedExternally
 set(value) =
definedExternally
\n@kotlin.internal.InlineOnly\n
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {\n val o = js("{()}")
o["is"] = `is`\n return o\n}\n
/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {\n fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {\n override val ELEMENT_NODE: Short
 override val ATTRIBUTE_NODE: Short
 override val TEXT_NODE: Short
 override val CDATA_SECTION_NODE: Short
 override val ENTITY_REFERENCE_NODE: Short
 override val ENTITY_NODE: Short
 override val PROCESSING_INSTRUCTION_NODE: Short
 override val DOCUMENT_NODE: Short
 override val DOCUMENT_TYPE_NODE: Short
 override val DOCUMENT_FRAGMENT_NODE: Short
 override val DOCUMENT_POSITION_DISCONNECTED: Short
 override val DOCUMENT_POSITION_PRECEDING: Short
 override val DOCUMENT_POSITION_FOLLOWING: Short
 override val DOCUMENT_POSITION_CONTAINS: Short
 override val DOCUMENT_POSITION_CONTAINED_BY: Short
 override val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n override val ELEMENT_NODE: Short
 override val ATTRIBUTE_NODE: Short
 override val TEXT_NODE: Short
 override val CDATA_SECTION_NODE: Short
 override val ENTITY_REFERENCE_NODE: Short
 override val ENTITY_NODE: Short
 override val PROCESSING_INSTRUCTION_NODE: Short
 override val DOCUMENT_NODE: Short
 override val DOCUMENT_TYPE_NODE: Short
 override val DOCUMENT_FRAGMENT_NODE: Short
 override val DOCUMENT_POSITION_DISCONNECTED: Short
 override val DOCUMENT_POSITION_PRECEDING: Short
 override val DOCUMENT_POSITION_FOLLOWING: Short
 override val DOCUMENT_POSITION_CONTAINS: Short
 override val DOCUMENT_POSITION_CONTAINED_BY: Short
 override val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n override val ELEMENT_NODE: Short
 override val ATTRIBUTE_NODE: Short
 override val TEXT_NODE: Short
 override val CDATA_SECTION_NODE: Short
 override val ENTITY_REFERENCE_NODE: Short
 override val ENTITY_NODE: Short
 override val PROCESSING_INSTRUCTION_NODE: Short
 override val DOCUMENT_NODE: Short
 override val DOCUMENT_TYPE_NODE: Short
 override val DOCUMENT_FRAGMENT_NODE: Short
 override val DOCUMENT_POSITION_DISCONNECTED: Short
 override val DOCUMENT_POSITION_PRECEDING: Short
 override val DOCUMENT_POSITION_FOLLOWING: Short
 override val DOCUMENT_POSITION_CONTAINS: Short
 override val DOCUMENT_POSITION_CONTAINED_BY: Short
 override val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class
fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()!

/**
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val name: String
    open var value: String
    open val ownerElement: Element?
    open val specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, range: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun itemView(collapsible: Boolean = true)
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun createContextualFragment(fragment: String): DocumentFragment
    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val START_TO_EXTEND: Short
        val END_TO_START: Short
        val END_TO_END: Short
        val END_TO_EXTEND: Short
        val EXTEND_TO_EXTEND: Short
    }
}
END_TO_END: Short
val END_TO_START: Short
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOW_DOCUMENT_FRAGMENT: Int
        val SHOW_TEXT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[(index)??] * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
    override var var x: Double
    override var var y: Double
    override var var width: Double
    override var var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external val DOMRectReadOnly

external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) { get x: Double 
    get y: Double 
    get width: Double 
    get height: Double 
    get top: Double 
    get right: Double 
    get bottom: Double 
    get left: Double 
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double, originY: Double): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun preMultiply(other: DOMMatrix): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double): DOMMatrix
CSSBoxType.BORDER

get() = definedExternally

set(value) = definedExternally

var relativeTo:
dynamic

get() = definedExternally

set(value) = definedExternally

var fromBox:

get() = js("({})")

fromBox = box

var fromBox = box

function BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined):

BoxQuadOptions {

var value = js("({})")

value = fromBox

function ConvertCoordinateOptions {

var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */

var get() = definedExternally

var set(value) = definedExternally

var relativeTo:
dynamic

var get() = definedExternally

var set(value) = definedExternally

var fromBox:

var get() = js("({})")

fromBox = box

var fromBox = box

var getBoxQuads(options: BoxQuadOptions = definedExternally):

Array<DOMQuad>

function convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally):

DOMQuad

function convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally):

DOMRect

function convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally):

DOMPoint

var NONE: Short

var CAPTURING_PHASE: Short

var AT_TARGET: Short

var BUBBLING_PHASE: Short

Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement

override var onabort: ((Event) -> dynamic)?

override var onblur: ((FocusEvent) -> dynamic)?

override var canplay: ((Event) -> dynamic)?

override var canplaythrough: ((Event) -> dynamic)?

override var change: ((Event) -> dynamic)?

override var click: ((MouseEvent) -> dynamic)?

override var contextmenu: ((MouseEvent) -> dynamic)?

override var data: ((DragEvent) -> dynamic)?

override var drag: ((DragEvent) -> dynamic)?

override var dragend: ((DragEvent) -> dynamic)?

override var dragenter: ((DragEvent) -> dynamic)?

override var dragexit: ((DragEvent) -> dynamic)?

override var dragleave: ((DragEvent) -> dynamic)?

override var dragover: ((DragEvent) -> dynamic)?

override var dragstart: ((DragEvent) -> dynamic)?

override var durationchange: ((Event) -> dynamic)?

override var emptied: ((Event) -> dynamic)?

override var focus: ((FocusEvent) -> dynamic)?

override var input: ((InputEvent) -> dynamic)?

override var invalid: ((Event) -> dynamic)?

override var keydown: ((KeyboardEvent) -> dynamic)?

override var keyup: ((KeyboardEvent) -> dynamic)?

override var load: ((Event) -> dynamic)?

override var loadend: ((Event) -> dynamic)?

override var loadstart: ((ProgressEvent) -> dynamic)?

override var mouseover: ((MouseEventArgs) -> dynamic)?

override var mousemove: ((MouseEvent) -> dynamic)?

override var mouseout: ((MouseEvent) -> dynamic)?

override var mouseup: ((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onsuspend: ((Event) -> dynamic)?
override var ontimeupdate: ((Event) -> dynamic)?
override var ontoggle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwheel: ((Event) -> dynamic)?
override var oncontextmenu: ((Event) -> dynamic)?
override var oncontextmenu: ((Event) -> dynamic)?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var canplay: ((Event) -> dynamic)?
    override var canplaythrough: ((Event) -> dynamic)?
    override var change: ((Event) -> dynamic)?
    override var click: ((MouseEvent) -> dynamic)?
    override var close: ((Event) -> dynamic)?
    override var contextmenu: ((Event) -> dynamic)?
    override var data: String
    override val isInteractive: Boolean
    override val style: CSSStyleDeclaration
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override val assignedSlot: HTMLSlotElement?
    override fun prepend(vararg nodes: dynamic)
    override fun append(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()
**Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin */

```kotlin
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondrageenter: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmove: ((WheelEvent) -> dynamic)?
    override var onpointercancel: ((PointerEvent) -> dynamic)?
    override var onpointerdown: ((PointerEvent) -> dynamic)?
    override var onpointermove: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onpointerover: ((PointerEvent) -> dynamic)?
    override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onprogress: ((ProgressEvent) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onseeking: ((Event) -> dynamic)?
    override var onseeked: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var ontimeupdate: ((Event) -> dynamic)?
    override var onvoldown: ((Event) -> dynamic)?
    override var onvoulengthchange: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
}```
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()

override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface UnionElementOrHTMLCollection

public external interface UnionElementOrRadioNodeList

public external interface UnionHTMLOptGroupElementOrHTMLOptionElement

public external interface MediaProvider

public external interface UnionAudioTrackOrTextTrackOrVideoTrack

public external interface UnionElementOrMouseEvent

public external interface RenderingContext

public external interface HTMLOrSVGImageElement : CanvasImageSource

public external interface CanvasImageSource : ImageBitmapSource

public external interface ImageBitmapSource

public external interface UnionMessagePortOrWindowProxy

public external interface HTMLOrSVGScriptElement

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "DISABLED"
null

private inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = 
"hidden".asDynamic().unsafeCast<TextTrackMode>()

private inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = 
"showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind
{
    companion object
}

private inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = 
"subtitles".asDynamic().unsafeCast<TextTrackKind>()

private inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = 
"captions".asDynamic().unsafeCast<TextTrackKind>()

private inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = 
"descriptions".asDynamic().unsafeCast<TextTrackKind>()

private inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = 
"chapters".asDynamic().unsafeCast<TextTrackKind>()

private inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = 
"metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode
{
    companion object
}

private inline val SelectionMode.Companion.SELECT: SelectionMode get() = 
"select".asDynamic().unsafeCast<SelectionMode>()

private inline val SelectionMode.Companion.START: SelectionMode get() = 
"start".asDynamic().unsafeCast<SelectionMode>()

private inline val SelectionMode.Companion.END: SelectionMode get() = 
"end".asDynamic().unsafeCast<SelectionMode>()

private inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = 
"preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule
{
    companion object
}

private inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = 
"nonzero".asDynamic().unsafeCast<CanvasFillRule>()

private inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = 
"evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap
{
    companion object
}

private inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = 
"butt".asDynamic().unsafeCast<CanvasLineCap>()

private inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = 
"round".asDynamic().unsafeCast<CanvasLineCap>()

private inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = 
"square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin
{
    companion object
}

private inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = 
"bevel".asDynamic().unsafeCast<CanvasLineJoin>()

private inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = 
"miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign
{...
Open Source Used In DNAC Platform Guardian

```kotlin
{un companion object{\n\npublic inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = \n"start".asDynamic().unsafeCast<CanvasTextAlign>()
\npublic inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = \n"end".asDynamic().unsafeCast<CanvasTextAlign>()
\npublic inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = \n"left".asDynamic().unsafeCast<CanvasTextAlign>()
\npublic inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = \n"right".asDynamic().unsafeCast<CanvasTextAlign>()
\npublic inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = \n"center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = \n"top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = \n"hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = \n"middle".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = \n"alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = \n"ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = \n"bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = \n"ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = \n"rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = \n"inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration {
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = \n"auto".asDynamic().unsafeCast<ScrollRestoration>()

public inline val ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = \n"manual".asDynamic().unsafeCast<ScrollRestoration>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation {
    companion object
}

public inline val ImageOrientation.Companion.NONE: ImageOrientation get() = \n"none".asDynamic().unsafeCast<ImageOrientation>()

public inline val ImageOrientation.Companion.FLIPY: ImageOrientation get() = \n"flipY".asDynamic().unsafeCast<ImageOrientation>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha {
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = \n"none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = \n"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = \n"default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = \n"none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = \n"default".asDynamic().unsafeCast<ColorSpaceConversion>()
```

*@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
*@

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! */n
See github.com/kotlin/dukat for details

*/n

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org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.dom.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<any>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<any>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var mode: RequestMode?
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
    var window: Any?
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
undefined, mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache: RequestCache? =
undefined, redirect: RequestRedirect? = undefined, integrity: String? = undefined, keepalive: Boolean? =
undefined, window: Any? = undefined): RequestInit {
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<any>
    override fun text(): Promise<String>
}

companion object {
    fun error(): Response
    fun redirect(url: String, status: Short = undefined): Response
}

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String? */ = "OK" *\n    get() = definedExternally
    set(value) = definedExternally
    var headers:
        dynamic?
            get() = definedExternally
            set(value) = definedExternally
    var headers:
        dynamic?
            get() = definedExternally
            set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
    statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = "script".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "servicewoker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()

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"xslt".asDynamic().unsafeCast<RequestDestination>().un/* please, don't implement this interface!

/*@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/

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 * Kotlin Programming Language contributors.
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 * can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
// EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import

/
org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.media-source.*
import org.w3c.dom.mediaresource.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript MediaStream
 * to Kotlin
 */
public external abstract class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun refresh(): Unit
}

/**
 * Exposes the JavaScript MediaStreamTrack to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): Unit
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints):
    Promise<Unit>
}

/**
 * Exposes the JavaScript MediaTrackSupportedConstraints to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
    var height: Boolean? /* = true */
    var aspectRatio: Boolean? /* = true */
    var frameRate: Boolean? /* = true */
    var facingMode: Boolean? /* = true */
    var resizeMode: Boolean? /* = true */
    var volume: Boolean? /* = true */
    var sampleRate: Boolean? /* = true */
    var sampleSize: Boolean? /* = true */
    var echoCancellation: Boolean? /* = true */
    var autoGainControl: Boolean? /* = true */
    var latency: Boolean? /* = true */
    var channelCount: Boolean? /* = true */
    var deviceId: Boolean? /* = true */
    var groupId: Boolean? /* = true */
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSupportedConstraints(width: Boolean? = true,
                                                  height: Boolean? = true,
                                                  aspectRatio: Boolean? = true,
                                                  frameRate: Boolean? = true,
                                                  facingMode: Boolean? = true,
                                                  resizeMode: Boolean? = true,
                                                  volume: Boolean? = true,
                                                  sampleRate: Boolean? = true,
                                                  sampleSize: Boolean? = true,
                                                  echoCancellation: Boolean? = true,
                                                  autoGainControl: Boolean? = true,
                                                  latency: Boolean? = true,
                                                  channelCount: Boolean? = true,
                                                  deviceId: Boolean? = true,
                                                  groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    return o
}
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceId"] = deviceId
o["groupId"] = groupId

get() = definedExternally
set(value) = definedExternally

var aspectRatio: DoubleRange
get() =
definedExternally
set(value) = definedExternally

var frameRate: DoubleRange
get() =
definedExternally
set(value) = definedExternally

var facingMode: Array<String>
get() =
definedExternally
set(value) = definedExternally

var resizeMode: Array<String>
get() =
definedExternally
set(value) = definedExternally

var volume: DoubleRange
get() =
definedExternally
set(value) = definedExternally

var sampleRate: ULongRange
get() =
definedExternally
set(value) = definedExternally

var sampleSize: ULongRange
get() =
definedExternally
set(value) = definedExternally

var echoCancellation: Array<Boolean>
get() =
definedExternally
set(value) = definedExternally

var autoGainControl: Array<Boolean>
get() =
definedExternally
set(value) = definedExternally

var noiseSuppression: Array<Boolean>
get() =
definedExternally
set(value) = definedExternally

var latency: DoubleRange
get() =
definedExternally
set(value) = definedExternally

var channelCount: DoubleRange
get() =
definedExternally
set(value) = definedExternally

var deviceId: String
get() = definedExternally
set(value) = definedExternally

var groupId: String
get() = definedExternally
set(value) = definedExternally

* Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin

*/

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
    var height: dynamic
        get() = definedExternally
    var aspectRatio: DoubleRange
        get() =
definedExternally
    var frameRate: DoubleRange
        get() =
definedExternally
    var facingMode: Array<String>
        get() =
definedExternally
    var resizeMode: Array<String>
        get() =
definedExternally
    var volume: DoubleRange
        get() =
definedExternally
    var sampleRate: ULongRange
        get() =
definedExternally
    var sampleSize: ULongRange
        get() =
definedExternally
    var echoCancellation: Array<Boolean>
        get() =
definedExternally
    var autoGainControl: Array<Boolean>
        get() =
definedExternally
    var noiseSuppression: Array<Boolean>
        get() =
definedExternally
    var latency: DoubleRange
        get() =
definedExternally
    var channelCount: DoubleRange
        get() =
definedExternally
    var deviceId: String
        get() = definedExternally
    var groupId: String
        get() = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
var aspectRatio: dynamic
    get() = definedExternally
    set(value) = definedExternally
var frameRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
var resizeMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
var sampleRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
var volume: dynamic
    get() = definedExternally
    set(value) = definedExternally
var channelCount: dynamic
    get() = definedExternally
    set(value) = definedExternally
var deviceId: dynamic
    get() = definedExternally
    set(value) = definedExternally
var groupId: dynamic
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facinMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```javascript
o["sampleRate"] = sampleRate
o["sampleSize"] = sampleSize
o["echoCancellation"] = echoCancellation
o["autoGainControl"] = autoGainControl
o["noiseSuppression"] = noiseSuppression
o["latency"] = latency
o["channelCount"] = channelCount
o["deviceID"] = deviceID
o["groupID"] = groupID
return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 * @public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
 *     \n *     open val track: MediaStreamTrack
 *     \n *     companion object {
 *         val NONE: Short
 *         val CAPTURING_PHASE: Short
 *         val AT_TARGET: Short
 *         val BUBBLING_PHASE: Short
 *     }
 * }
 * @public external interface MediaStreamTrackEventInit : EventInit {
 *     var track: MediaStreamTrack?
 *         get() = definedExternally
 *         set(value) = definedExternally
 * }
 * @kotlin.internal.InlineOnly
 *     val o = js("({})")
 *     o["track"] = track
 *     o["bubbles"] = bubbles
 *     o["cancelable"] = cancelable
 *     o["composed"] = composed
 *     return o
 * }
 *}

/**
 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 * @public external abstract class MediaDevices : EventTarget {
 *     \n *     open var ondevicechange: ((Event) -> dynamic)?
 *     fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
 *     fun getSupportedConstraints(): MediaTrackSupportedConstraints
 *     fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
 * }
 * @public external abstract class MediaDeviceInfo {
 *     \n *     open val deviceId: String
 *     open val kind: MediaDeviceKind
 *     open val label: String
 *     open val groupId: String
 *     fun toJSON(): dynamic
 * }
 * @public external interface MediaStreamConstraints {
 *     var video: dynamic /* = false */
 *         get() = definedExternally
 *         set(value) = definedExternally
 *     var audio: dynamic /* = false */
 *         get() = definedExternally
 *         set(value) = definedExternally
 * }
 * @kotlin.internal.InlineOnly
 * public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
 *     val o = js("({})")
 *     o["video"] = video
 *     o["audio"] = audio
 *     return o
 * }
 * @public external interface ConstrainablePattern {
 *     var onoverconstrained: ((Event) -> dynamic)?
 *         get() = definedExternally
 *         set(value) = definedExternally
 *     fun getCapabilities(): Capabilities
 *     fun getConstraints(): Constraints
 *     fun getSettings(): Settings
 *     fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
 * }
 * @public external interface ConstrainDoubleRange : DoubleRange {
 *     var exact: Double?
 *         get() = definedExternally
 *         set(value) = definedExternally
 *     var ideal: Double?
 *         get() = definedExternally
 * }
 * @kotlin.internal.InlineOnly
 * public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
 *     val o = js("({})")
 *     o["max"] = max
 *     o["min"] = min
 *     return o
 * }
 * @public external interface ConstrainableDoubleRange : DoubleRange {
 *     var exact: Double
 *         get() = definedExternally
 *         set(value) = definedExternally
 *     var ideal: Double
 *         get() = definedExternally
 * }
```
set(value) = definedExternally

public interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript

[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to
Kotlin
*/

public interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript

[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin
*/

public interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()
```kotlin
VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "]".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "]".asDynamic().unsafeCast<VideoResizeModeEnum>()

public inline val VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "]".asDynamic().unsafeCast<VideoResizeModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

/*
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 */

package org.w3c.dom.mediasource

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external open class MediaSource : EventTarget, MediaProvider {
    open val sourceBuffers: SourceBufferList
    open val activeSourceBuffers: SourceBufferList
    open val readyState: ReadyState
    var duration: Double
    var onsourceopen: ((Event) -> dynamic)?
    var onsourceended: ((Event) -> dynamic)?
    var onsourceclose: ((Event) -> dynamic)?
    fun addSourceBuffer(type: String): SourceBuffer
    fun removeSourceBuffer(sourceBuffer: SourceBuffer)
    fun endOfStream(error: EndOfStreamError = definedExternally)
    fun setLiveSeekableRange(start: Double, end: Double)
    fun clearLiveSeekableRange()

    companion object {
        fun isTypeSupported(type: String): Boolean
    }
}

public external abstract class SourceBuffer : EventTarget {
    open var mode: AppendMode
    open val updating: Boolean
    open val buffered: TimeRanges
    open var timestampOffset: Double
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList

    open var appendWindowStart: Double
    open var appendWindowEnd: Double
    open var onupdatestart: ((Event) -> dynamic)?
    open var onupdate: ((Event) -> dynamic)?
    open var onupdateend: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    fun appendBuffer(data: dynamic)
    fun abort()
    fun remove(start: Double, end: Double)
}

public external abstract class SourceBufferList : EventTarget {
    open val length: Int
    open var onaddsourcebuffer: ((Event) -> dynamic)?
    open var onremovesourcebuffer: ((Event) -> dynamic)?

    companion object {
        fun removeSourceBuffer(sourceBuffer: SourceBuffer)
        fun endOfStream(error: EndOfStreamError = definedExternally)
        fun setLiveSeekableRange(start: Double, end: Double)
        fun clearLiveSeekableRange()
    }
}

/*@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")*/
public external abstract class SourceBuffer: EventTarget {
    open fun removeSourceBuffer(sourceBuffer: SourceBuffer)
    open fun endOfStream(error: EndOfStreamError = definedExternally)
    open fun setLiveSeekableRange(start: Double, end: Double)
    open fun clearLiveSeekableRange()

    companion object {
        fun removeSourceBuffer(sourceBuffer: SourceBuffer)
        fun endOfStream(error: EndOfStreamError = definedExternally)
    }
}

/*@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")*/
public external interface ReadyState {
    companion object
}

public inline val ReadyState.Companion.CLOSED: ReadyState get() = "closed".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.Companion.OPEN: ReadyState get() = "open".asDynamic().unsafeCast<ReadyState>()

public inline val ReadyState.CompanionENDED: ReadyState get() = "ended".asDynamic().unsafeCast<ReadyState>()

/*@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")*/
public external interface EndOfStreamError {
    companion object
}

public inline val EndOfStreamError.Companion.NETWORK: null
``
EndOfStreamError get() = "network".asDynamic().unsafeCast<EndOfStreamError>()

public inline val EndOfStreamError.Companion.DECODE: EndOfStreamError get() = "decode".asDynamic().unsafeCast<EndOfStreamError>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface AppendMode {
    companion object
}

public inline val AppendMode.Companion.SEGMENTS: AppendMode get() = "segments".asDynamic().unsafeCast<AppendMode>()

public inline val AppendMode.Companion.SEQUENCE: AppendMode get() = "sequence".asDynamic().unsafeCast<AppendMode>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
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package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
    var width: Double? /* = 1.0 */
    var height: Double? /* = 1.0 */
    var pressure: Float? /* = 0f */
    var tangentialPressure: Float? /* = 0f */
    var tiltX: Int? /* = 0 */
    var tiltY: Int? /* = 0 */
    var twist: Int? /* = 0 */
    var pointerType: String? /* = "" */
    var isPrimary: Boolean? /* = false */
    var screenX: Int? = 0
    var screenY: Int? = 0
    var.clientX: Int? = 0
    var.clientY: Int? = 0
    var button: Short? = 0
    var buttons: Short? = 0
    var relatedTarget: EventTarget? = null
    var region: String? = null
    var ctrlKey: Boolean? = false
    var shiftKey: Boolean? = false
    var altKey: Boolean? = false
    var metaKey: Boolean? = false
    var modifierAltGraph: Boolean? = false
    var modifierCapsLock: Boolean? = false
    var modifierFn: Boolean? = false
    var modifierFnLock: Boolean? = false
    var modifierHyper: Boolean? = false
    var modifierNumLock: Boolean? = false
    var modifierScrollLock: Boolean? = false
    var modifierSuper: Boolean? = false
    var modifierSymbol: Boolean? = false
    var modifierSymbolLock: Boolean? = false
    var view: Window? = null
    var detail: Int? = 0
    var bubbles: Boolean? = false
    var cancelable: Boolean? = false
    var composed: Boolean? = false
    PointerEventInit { val o = js{"()"}
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

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* Expose the JavaScript
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript
 [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
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import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
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package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
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package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement {
    open val openPathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]
Kotlin

```kotlin
public abstract external class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript
 */
public abstract external class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript
 */
public abstract external interface SVGUnitTypes
```
SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short

SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

**Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin

* @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE") un

**Exposes the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin

* Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin

** Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin

* Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin

*/
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript
 * [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

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/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript 
[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript 
[SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
    }
}

/**
 * Exposes the JavaScript 
[SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript 
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript 
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
    }

    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
    }
}

/**
 * Exposes the JavaScript 
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}
**Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
*/
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
[SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin

```kotlin
/**
 * Exposes the JavaScript SVGLineElement to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript SVGMeshElement to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript SVGAnimatedPoints to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript SVGPolylineElement to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
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```kotlin
/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
        val NUMBEROFCHARS: Int
        fun getNumberOfChars(): Int
        fun getComputedTextLength(): Float
        fun getSubStringLength(charnum: Int, nchars: Int): Float
        fun getStartPositionOfChar(charnum: Int): DOMPoint
        fun getEndPositionOfChar(charnum: Int): DOMPoint
        fun getCharNumAtPosition(point: DOMPoint): Int
        fun selectSubstring(charnum: Int, nchars: Int)

        companion object {
            val LENGTHADJUST_UNKNOWN: Short
            val LENGTHADJUST_SPACING: Short
            val LENGTHADJUST_SPACINGANDGLYPHS: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
            val NUMBEROFCHARS: Int
            fun getNumberOfChars(): Int
            fun getComputedTextLength(): Float
            fun getSubStringLength(charnum: Int, nchars: Int): Float
            fun getStartPositionOfChar(charnum: Int): DOMPoint
            fun getEndPositionOfChar(charnum: Int): DOMPoint
            fun getCharNumAtPosition(point: DOMPoint): Int
            fun selectSubstring(charnum: Int, nchars: Int)
        }
    }

    /**
     * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
     */
    public external abstract class SVGTextPositioningElement : SVGTextContentElement {
        open val x: SVGAnimatedLengthList
        open val y: SVGAnimatedLengthList
        open val dx: SVGAnimatedLengthList
        open val dy: SVGAnimatedLengthList

        companion object {
            val LENGTHADJUST_UNKNOWN: Short
            val LENGTHADJUST_SPACING: Short
            val LENGTHADJUST_SPACINGANDGLYPHS: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
        }
    }
```

---

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DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public
external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */

public
external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */

public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */

public
external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
open val gradientUnits: SVGAnimatedEnumeration
open val gradientTransform: SVGAnimatedTransformList
open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

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/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin *
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, 
SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGHatchpathElement](https://developer.mozilla.org/en/docs/Web/API/SVGHatchpathElement) to Kotlin *
 */
public external abstract class SVGHatchpathElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin *
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * See github.com/kotlin/dukat for details.
 */
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```
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.events.*
import org.w3c.dom.mediaplayer.*
import org.w3c.dom.mediapointer.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*

** Exposes the JavaScript

[Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin

Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally): MediaProvider, ImageBitmapSource {\n  open val size: Number\n  open val type: String\n  open val isClosed: Boolean\n  fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob\n  fun close():\n}

public external interface BlobPropertyBag {
  var type: String? /* = "" */
  get() = definedExternally
  set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
  val o = js("({})")
  o["type"] = type
  return o\n}

/**
 * Exposes the JavaScript

[File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin

File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally): File {
  open val name: String\n  open val lastModified: Int\n}

public external interface FilePropertyBag : BlobPropertyBag {
  var lastModified: Int?
  get() = definedExternally
  set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
  val o = js("({})")
  o["lastModified"] = lastModified
  o["type"] = type
  return o\n}

/**
 * Exposes the JavaScript

[FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin

FileList : ItemArrayLike<File> {
  override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
public operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript

[FileReader](https://developer.mozilla.org/en/docs/Web/API/Window/URL/URL) to Kotlin

FileReader: EventTarget {
  \n  var onloadstart: ((ProgressEvent) -> dynamic)?
  var onprogress: ((ProgressEvent) -> dynamic)?
  var onload: ((Event) -> dynamic)?
  var onabort: ((Event) -> dynamic)?
  var onerror: ((Event) -> dynamic)?
  var onloadend: ((Event) -> dynamic)?
  fun readAsArrayBuffer(blob: Blob)
  fun readAsBinaryString(blob: Blob)
  fun readAsText(blob: Blob, label: String = definedExternally)
  fun readAsDataURL(blob: Blob)
  fun abort():\n}

companion object {
  val EMPTY: Short
  val LOADING: Short
  val DONE: Short
}

/**
 * Exposes the JavaScript

[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/Window/URL/URL) to Kotlin

FileReaderSync: Function {\n  fun readAsArrayBuffer(blob: Blob): ArrayBuffer
  fun readAsBinaryString(blob: Blob): String
  fun readAsText(blob: Blob, label: String = definedExternally): String
  fun readAsDataURL(blob: Blob): String\n}

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* NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n
See [notificationhttps://developer.mozilla.org/en/docs/Web/API/Notification] to Kotlin
NotificationDirection
open val lang: String
open val body: String
open val tag: String
open val image: String
open val icon: String
open val badge: String
open val sound: String
open val vibrate: Any
open val timestamp: Number
open val renotify: Boolean
open val noscreen: Boolean
open val requireInteraction: Boolean
open val open val sticky: Boolean
open val open val data: Any
open val open actions: Array<out NotificationAction>
fun close(){}

open companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
}

public external interface NotificationEventInit : ExtendableEventInit {
    open val notification: Notification
    open val action: String

    companion object {
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val BUBBLING_PHASE: Short
    }
}

public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
    JavaScript[NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin

GetNotificationOptions {
    var o = js("({})")
    o["tag"] = tag
    return o
}

/**
 * Exposes the
 * WebSocket
 * to
 * a
 * Notification
 * object
 * @kotlin.internal.InlineOnly
 * inline fun GetNotificationOptions(tag: String? = ""):
 * NotificationOptions {
 * var dir: NotificationDirection
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var lang: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var body: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var renotify: Boolean
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var noscreen: Boolean
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var requireInteraction: Boolean
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var sticky: Boolean
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var data: Any
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var actions: Any
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var title: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var image: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var icon: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var badge: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var sound: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var vibrate: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var silent: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var noscreen: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var requireInteraction: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var data: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var actions: Any
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 * var tag: String
 * /*
 * NotificationDirection.AUTO
 * */
 * get() = definedExternally
 * set(value) = definedExternally
 *

GetNotificationOptions {
    var o = js("({})")
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface NotificationOptions {
    var dir: NotificationDirection
    var lang: String
    var body: String
    var tag: String
    var image: String
    var icon: String
    var badge: String
    var sound: String
    var vibrate: String
    var silent: String
    var noscreen: String
    var requireInteraction: String
    var sticky: String
    var data: String
    var actions: Any
    fun return(o: NotificationOptions) {
        actions
        return o
    }
}

public external interface NotificationPermission {
    var permission: NotificationPermission
    fun requestPermission(deprecatedCallback: () -> Unit = definedExternally): Promise<NotificationPermission>{}
}

public class NotificationPermission {
    val toString(): String = "open class NotificationPermission{}

    fun close(){}
}

fun checkPermission(): Promise<NotificationPermission>{}

/**
 * Exposes the
 * Notification
 * object
 * @kotlin.internal.InlineOnly
 * inline fun checkPermission(): Promise<NotificationPermission>{}

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getRegistration(clientURL: String = definedExternally): Promise<Any?>
fun getRegistrations():
Promise<Array<ServiceWorkerRegistration>>
fun startMessages():
unpublished external interface
RegistrationOptions
var scope: String?
get() = definedExternally
set(value) = definedExternally
var type: WorkerType? /* = WorkerType.CLASSIC */
get() = definedExternally
set(value) = definedExternally

var @kotlin.internal.InlineOnly
unpublished inline fun RegistrationOptions(scope: String = undefined, type: WorkerType? = WorkerType.CLASSIC):
RegistrationOptions

fun startMessages():

/**
 * Exposes the JavaScript
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally): Event

/**
 * Exposes the JavaScript
 */
public external open class ServiceWorkerGlobalScope: WorkerGlobalScope

/**
 * Exposes the JavaScript
 */
public external abstract class Client: UnionClientOrMessagePortOrServiceWorker

/**
 * Exposes the JavaScript
 */
public external abstract class WindowClient: Client

/**
 * Exposes the JavaScript
 */
public external abstract class Clients

public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun get() = definedExternally
    fun set(value) = definedExternally
    fun var origin: String? get() = undefined
    fun var origin: String? set(value) = definedExternally
    fun var lastEventId: String? get() = definedExternally
    fun var lastEventId: String? set(value) = definedExternally
    fun var source: UnionClientOrMessagePortOrServiceWorker? get() = definedExternally
    fun var source: UnionClientOrMessagePortOrServiceWorker? set(value) = definedExternally
    fun var ports: Array<MessagePort>? get() = definedExternally
    fun var ports: Array<MessagePort>? set(value) = definedExternally
    fun var data: Any? get() = undefined
    fun var data: Any? set(value) = definedExternally
    fun var eventInitDict: ExtendableMessageEventInit get() = undefined
    fun var eventInitDict: ExtendableMessageEventInit set(value) = definedExternally
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = undefined
        set(value) = definedExternally
    var origin: String?
        get() = undefined
        set(value) = definedExternally
    var lastEventId: String?
        get() = undefined
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = undefined
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = undefined
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise:Boolean
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<String>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = undefined
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = undefined
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = undefined
        set(value) = definedExternally
    var cacheName: String?
        get() = undefined
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = undefined
        set(value) = definedExternally
    var request: Request?
        get() = undefined
        set(value) = definedExternally
    var response: Response?
        get() = undefined
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = undefined
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise:Boolean
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun get() = definedExternally
    fun set(value) = definedExternally
    fun var origin: String? get() = undefined
    fun var origin: String? set(value) = definedExternally
    fun var lastEventId: String? get() = undefined
    fun var lastEventId: String? set(value) = definedExternally
    fun var source: UnionClientOrMessagePortOrServiceWorker? get() = undefined
    fun var source: UnionClientOrMessagePortOrServiceWorker? set(value) = definedExternally
    fun var ports: Array<MessagePort>? get() = undefined
    fun var ports: Array<MessagePort>? set(value) = definedExternally
    fun var data: Any? get() = undefined
    fun var data: Any? set(value) = definedExternally
    fun var eventInitDict: ExtendableMessageEventInit get() = undefined
    fun var eventInitDict: ExtendableMessageEventInit set(value) = definedExternally
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

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/* Note: this file is auto-generated, do not edit! */

package org.w3c.xhr

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic =
fun abort(): String?
fun getResponseHeader(name: String): String?
fun getAllResponseHeaders(): String?
fun overrideMimeType(mime: String)

fun append(name: String, value: String): String?
fun append(name: String, value: Blob): String
fun delete(name: String): String
fun get(name: String): dynamic
fun getAll(name: String): Array<dynamic>
fun has(name: String): Boolean
fun set(name: String, value: String): String
fun set(name: String, value: Blob): String

UNSENT: Short
OPENED: Short
HEADERS_RECEIVED: Short
LOADING: Short
 DONE: Short

val UNSENT: Short
val OPENED: Short
val HEADERS_RECEIVED: Short
val LOADING: Short

/**
 * Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
\n*/
\npublic annotation class Experimental(val level: Level = Level.ERROR) {

 * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect

 * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.

 public enum class Level {

 WARNING,

 ERROR,

 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.

 If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.

 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].

 /**
 * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2.50")
@RequireKotlin("1.2.50")
public annotation class UseExperimental(vararg val markerClass: KClass<out Annotation>)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    TYPEALIAS)
@Retention(BINARY)
internal annotation class WasExperimental(vararg val markerClass: KClass<out Annotation>)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.3")
@@RequiresOptIn(level = RequiresOptIn.LEVEL.ERROR)
@@RequiresOptIn(level = RequiresOptIn.LEVEL.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPEALIAS)
@MustBeDocumented
@SinceKotlin("1.3")
@ExperimentalStdlibApi

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
lists that differ only in the return type of a functional parameter, this annotation enables overload selection by the type of the value returned from the lambda function passed to this functional parameter. Example:

```kotlin
fun create(intProducer: () -> Int): Int

fun create(doubleProducer: () -> Double): Double
```

The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

```kotlin
@OverloadResolutionByLambdaReturnType
fun create(intProducer: () -> Int): Int
```

The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

```kotlin
@OverloadResolutionByLambdaReturnType
fun create(doubleProducer: () -> Double): Double
```

The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

```kotlin
@OverloadResolutionByLambdaReturnType
fun create(intProducer: () -> Int): Int
```

The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

```kotlin
@OverloadResolutionByLambdaReturnType
fun create(doubleProducer: () -> Double): Double
```

The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function. This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.
@Retention(SOURCE)
@SinceKotlin("1.1")
@RequiresOptIn
public annotation class RequiresOptIn
    vararg val markerClass: KClass<out Annotation>
)

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 *
 * @param E the type of elements contained in the collection. The collection is covariant in its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor() : Collection<E> {
    abstract override val size: Int
    abstract override fun iterator(): Iterator<E>

    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
    elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()
    }

    /**
     * Returns new array of type `Array<Any?>` with the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided [array] or creates new array of the same type and fills it with the elements of this collection.
     */
    protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)
}

/*
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 */

package kotlin.collections

private enum class State {
    Ready,
    NotReady,
    Done,
    Failed,
    NotReady
}

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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

/*
 * Based on GWT AbstractList
 * Copyright 2007 Google Inc.
*/

package kotlin.collections

/**
 * Provides a skeletal
implementation of the read-only [List] interface. *\n * This class is intended to help implementing read-only lists so it doesn't support concurrent modification tracking.
 *\n * @param E the type of elements contained in the list.
 *\n * The list is covariant in its element type.
 *\n * @param SinceKotlin("1.1") public abstract class AbstractList<out E>
 *\n * protected constructor(): AbstractCollection<E>(), List<E> { \n *\n * abstract override val size: Int \n *\n * abstract override fun get(index: Int): E \n *\n * override fun iterator(): Iterator<E> = IteratorImpl() \n *\n * override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { \n *\n * it == element } \n *\n * override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { \n *\n * it == element } \n *\n * override fun listIterator(): ListIterator<E> = ListIteratorImpl() \n *\n * override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex) \n *\n * private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex: Int) : AbstractList<E>(), RandomAccess { \n *\n * private var _size: Int = 0 \n *\n * init { \n *\n * checkRangeIndexes(fromIndex, toIndex, list.size) \n *\n * this._size = toIndex - fromIndex \n *\n * override fun get(index: Int): E \n *\n * checkElementIndex(index, _size) \n *\n * return list[fromIndex + index] \n *\n * override val size: Int \n *\n * get() = _size \n *\n * */\n *\n * * Compare this list with another list instance with the ordered structural equality. \n *\n * @param *\n *\n * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same \n *\n * order. \n *\n * *\n *\n * override fun hasNext(): Boolean \n *\n * return get(index + 1) \n *\n * */\n *\n * * Implementation of [ListIterator] for abstract lists. \n *\n * * private open inner class ListIteratorImpl(index: Int) : AbstractList, List<E> \n *\n * { \n *\n * internal companion object \n *\n * override fun hashCode(): Int = orderedHashCode(this) \n *\n * private inner class IteratorImpl() \n *\n * { \n *\n * override fun listIterator(): ListIterator<E> = ListIteratorImpl(0) \n *\n * \n * /** the index of the item that will be returned on the next call to [next]`()` \n *\n * *\n *\n * protected var index = 0 \n *\n * init { \n *\n * checkPositionIndex(index, size) \n *\n * if (index < 0 || index >= size) \n *\n * throw IndexOutOfBoundsException("index: $index, size: $size") \n *\n * } \n *\n * internal fun checkPositionIndex(index: Int, size: Int) { \n *\n * if (index < 0 || index > size) \n *\n * throw IndexOutOfBoundsException("index: $index, size: $size") \n *\n * } \n *\n * internal fun checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) { \n *\n * if (startIndex < 0 || endIndex > size) \n *\n * throw IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex, size: $size") \n *\n * } \n *\n * internal fun get(index: Int): E \n *\n * this.list[index] \n *\n * } \n *\n * internal fun checkElementIndex(index, size: Int) { \n *\n * if (index < 0 || index >= size) \n *\n * throw IllegalArgumentException("index: $index, size: $size") \n *\n * } \n *\n * internal fun checkPositionIndex(index, size: Int) { \n *\n * if (index < 0 || index > size) \n *\n * throw IllegalArgumentException("index: $index, size: $size") \n *\n * } \n *\n * \n * @param E): Int = indexOfLast { it == element } \n *\n * ```

```
Override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other !is Set<*>?) return false
    override fun setEquals(this: Int, other: Int): Boolean {
        var hashCode = 0
        for (element in c) {
            hashCode += (element?.hashCode() ?: 0)
        }
        return hashCode
    }

    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>, other: Collection<*>) : Int {
            var hashCode = 0
            for (element in c) {
                hashCode += (element?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun setEquals(c: Collection<*>, other: Collection<*>): Boolean {
            if (c.size != other.size) return false
            return c.containsAll(other)
        }
    }

}
Prepends the specified [element] to this deque.

```kotlin
*\n    public fun addFirst(element: E) {
        ensureCapacity(size + 1)\n        head = decremented(head)\n        elementData[head] = element\n        size += 1\n    }
```

Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

```kotlin
*\n    public fun removeFirst(): E {
        if (is_empty()) throw
        // NoSuchElementException("ArrayDeque is empty.")\n        val element = internalGet(head)\n        elementData[head] = null\n        head = incremented(head)\n        size -= 1\n        return element\n    }
```

Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

```kotlin
*\n    public fun removeLast(): E {
        if (is_empty()) throw
        // NoSuchElementException("ArrayDeque is empty.")\n        val internalLastIndex = internalLastIndex\n        val element = internalGet(internalLastIndex)\n        elementData[internalLastIndex] = null\n        size -= 1\n        return element\n    }
```

Removes the first element from this deque and returns that removed element, or returns `null` if this deque is empty.

```kotlin
*\n    public fun removeFirstOrNull(): E? = if (is_empty()) null else removeFirst()\n```

Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.

```kotlin
*\n    public fun removeLastOrNull(): E? = if (is_empty()) null else removeLast()\n```

Elements in circular array lay in 2 ways:

1. 'head' is less than 'tail': `[#, #, e1, e2, e3, #]` // 2. 'head' is greater than 'tail': `[e3, #, #, #, e1, e2]` // where head is the index of the first element in the circular array, and tail is the index following the last element. // At this point the insertion index is not equal to head or tail. // Also the circular array can store at least one more element. // Depending on where the given element must be inserted the preceding or the succeeding elements will be shifted to make room for the element to be inserted. // In case the preceding elements are shifted: * if the insertion index is greater than the head (regardless of circular array form) // -> shift the preceding elements // * otherwise, the circular array has (2) form and the insertion index is less than tail // -> shift all elements in the back of the array // -> shift preceding elements in the front of the array // In case the succeeding elements are shifted: * if the insertion index is less than the tail (regardless of circular array form) // -> shift the succeeding elements // * otherwise, the circular array has (2) form and the insertion index is greater than head // -> shift all elements in the front of the array // -> shift succeeding elements in the back of the array // if (index < (size + 1) shr 1) { // closer to the first element // shift preceding elements\n        val decrementedInternalIndex = decremented(internalIndex)\n        val decrementedHead = decremented(head)\n        if (decrementedInternalIndex >= head) {\n            elementData[decrementedHead] = elementData[head]\n            // head can be zero\n            elementData.copyInto(elementData, head, head + 1,\n                decrementedInternalIndex + 1)\n        } else { // head > tail\n            elementData.copyInto(elementData, head - 1, head, elementData.size)\n        }\n        // head can't be zero\n        elementData[elementData.size - 1] = elementData[0]\n        elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)\n    }\n```

private fun copyCollectionElements(index: Int, elements: Collection<E>): Boolean {
    val iterator = elements.iterator()\n    for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext())
            return
        // Elements in circular array lay in 2 ways:
        // 1. 'head' is less than 'tail': `[#, #, e1, e2, e3, #]`
        // 2. 'head' is greater than 'tail': `[e3, #, #, #, e1, e2]`
        // where head is the index of the first element in the circular array, and tail is the index following the last element. // At this point the insertion index is not equal to head or tail. // Also the circular array can store at least one more element. // Depending on where the given element must be inserted the preceding or the succeeding elements will be shifted to make room for the element to be inserted. // In case the preceding elements are shifted: * if the insertion index is greater than the head (regardless of circular array form) // -> shift the preceding elements // * otherwise, the circular array has (2) form and the insertion index is less than tail // -> shift all elements in the back of the array // -> shift preceding elements in the front of the array // In case the succeeding elements are shifted: * if the insertion index is less than the tail (regardless of circular array form) // -> shift the succeeding elements // * otherwise, the circular array has (2) form and the insertion index is greater than head // -> shift all elements in the front of the array // -> shift succeeding elements in the back of the array // if (index < (size + 1) shr 1) { // closer to the first element // shift preceding elements\n        val decrementedInternalIndex = decremented(internalIndex)\n        val decrementedHead = decremented(head)\n        if (decrementedInternalIndex >= head) {\n            elementData[decrementedHead] = elementData[head]\n            // head can be zero\n            elementData.copyInto(elementData, head, head + 1,\n                decrementedInternalIndex + 1)\n        } else { // head > tail\n            elementData.copyInto(elementData, head - 1, head, elementData.size)\n        }\n        // head can't be zero\n        elementData[elementData.size - 1] = elementData[0]\n        elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)\n    }\n    return
```
if (element == elementData[index]) return element
        elementData[index] = null
    }
    size -= 1

    if (index == lastIndex) {
        return removeLast()
    } else if (index == 0) {
        return removeFirst()
    }

    val internalIndex = internalIndex(index)
    if (index < size shr 1) {
        elementData.fill(null, newTail, tail)
    } else if (isNotEmpty()) {
        for (index in head until tail) {
            if (elementData[index] == element) return index - head
        }
        return -1
    }

    public override fun remove(element: E): Boolean {
        val index = indexOf(element)
        if (index == -1) return false

        removeAt(index)
        return true
    }

    public override fun removeAt(index: Int): E {
        element = internalGet(index)
        if (index + 1 >= size) return element
        elementData.fill(null, index + 1, head, internalIndex)
        return element
    }

    public override fun removeFirst(): E {
        element = internalGet(0)
        if (index + 1 >= size) return element
        elementData.fill(null, 1, head, internalIndex)
        return element
    }

    public override fun removeLast(): E {
        element = internalGet(size - 1)
        if (index + 1 >= size) return element
        elementData.fill(null, internalLastIndex + 1, head, internalIndex)
        return element
    }

    public override fun containsAll(elements: Collection<E>): Boolean {
        if (elements.isEmpty()) return true
        for (element in elements) if (!elementData.contains(it)) return false
        return true
    }

    public override fun containsAll(elements: Collection<E>): Boolean = containsAll(elements)

    @Override
    public boolean containsAll(Collection<?> elements) {
        return elementData.containsAll(elements)
    }

    public override fun retainAll(elements: Collection<E>): Boolean = retainAll(elements)

    public override fun retainAll(elements: Collection<E>): Boolean = retainAll(elements)

    @Override
    public boolean retainAll(Collection<?> elements) {
        return retainAll(elements)
    }

    public override fun iterator(): Iterator<E> {
        return elementData.iterator()
    }

    public override fun iterator(): Iterator<E> = elementData.iterator()

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    public override fun iterator(): Iterator<E> = elementData.iterator()
package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the
given array.
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from
 * the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty
 * or the result of calling 
 * [defaultValue] function if
 * the array is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
        this

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {
    if (this === other) return true
    if (this == null || other == null || this.size != other.size) return false
    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]
        when {
            v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray     && v2 is IntArray     -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray    && v2 is LongArray    -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray   && v2 is FloatArray   -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray  && v2 is DoubleArray  -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray    && v2 is CharArray    -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray   && v2 is UByteArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray    && v2 is UIntArray    -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}

@Ope
result.append(element.contentToString())
            is ShortArray   -> result.append(element.contentToString())
            is IntArray     -> result.append(element.contentToString())
            is LongArray    -> result.append(element.contentToString())
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())

            is UByteArray   -> result.append(element.contentToString())
            is UShortArray  -> result.append(element.contentToString())
            is.UIntArray    -> result.append(element.contentToString())
            is ULongArray   -> result.append(element.contentToString())

            else            -> result.append(element.toString())
        }
    }

    result.append(']')

    processed.removeAt(processed.lastIndex)
} /*
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 */

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

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 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 *
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 * @property index the index of the value in the collection or sequence.
 * @property value the underlying value.
 */
@Suppress("UNCHECKED_CAST") operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 */
operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested.
 * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.
 * @param value the value to set.
 */
operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 */
@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefaultNullable(key: K): V? {
    this.put(property.name, value) { throw NoSuchElementException("Key $key is missing in the map.") }  for (map in maps) { return getOrImplicitDefaultNulllable(key) }
}
provided with the specified function [defaultValue].

* This implicit default value is used when the original map doesn’t contain a value for the key specified
* and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

* When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

* /public function <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =

* when (this) { println(isMapWithDefault -> this.map.withDefault(defaultValue) else -> MapWithDefaultImpl(this, defaultValue) } }

* Returns a wrapper of this mutable map, having the implicit default value provided with the specified function

* [defaultValue].

* This implicit default value is used when the original map doesn’t contain a value for the key specified
* and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.

* When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.

* /public function <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =

* when (this) { println(isMutableMapWithDefault -> this.map.withDefault(defaultValue) else -> MutableMapWithDefaultImpl(this, defaultValue) } }

*/

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): Unit = map.putAll(from)
    override fun clear(): Unit = map.clear()
    override fun getOrDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this
 * collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires
 * to pass an element of type `E`. Additional restriction of `removeAll` that requires
 * to pass a collection of type `Collection<E>`.
 * @return `true` if the element was successfully removed; `false` if it was not present in the collection.
 */
@kotlin.internal.InlineOnly fun remove(element: T): Boolean = @Suppress("UNCHECKED_CAST") (this as

* /public function <T> MutableCollection<T>.remove(element: T): Boolean =

* @Supress("UNCHECKED_CAST") (this as

*MutableCollection<T>).remove(element)
@Suppress("UNCHECKED_CAST") (this as MutableList<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * @return `true` if any element was removed from the collection, `false` if the collection was not modified.
 */
@kotlin.internal.InlineOnly/public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableList<T>).retainAll(elements)
MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {
    if (elements.isEmpty()) return false
    val set = elements.toHashSet()
    if (set.isEmpty()) return false
    return retainAll(set)
}

private fun MutableCollection<in T>.retainNothing(): Boolean {
    return false
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

private fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 * Level: Experimental
 */
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeAt(index: Int): T = removeAt(index)

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

/**
 * Removes all elements from this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableList] that match the given [predicate].
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

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AbstractList<T>() { 
  override val size: Int get() = delegate.size
  override fun get(index: Int): T =
    delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) :
  AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T =
      delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int) =
      delegate.removeAt(reverseElementIndex(index))

    override fun set(index: Int, element: T) =
      delegate.set(reverseElementIndex(index), element)
  }

  private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

  private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.<
 * All changes made in the original list will be reflected in the reversed one.
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original List.<
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

/**
 * Builds a lazily yielding values one by one.
 *
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.buildSequenceYieldAll
 * @sample samples.collections.Sequences.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
  iterator(block) }

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.", ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
  iterator(builderAction) }

/**
 * The scope for yielding values of a Sequence or an Iterator,
 * provides yield and yieldAll suspension functions.
 *
 * @see sequence
 * @see iterator
 *
 * @sample samples.collections.Sequences.buildSequenceYieldAll
 * @sample samples.collections.Sequences.buildFibonacciSequence
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
  /**
   * Yields a value to the Iterator lazily yielding values one by one.
   */
  abstract suspend fun yield(value: T)

  /**
   * Yields all values from the `iterator` to the Iterator lazily yielding values one by one.
   */
  suspend fun yieldAll(): Unit
}

@kotlin.jvm.JvmName("SequenceScope")
public class SequenceScopeImpl<in T> : SequenceScope<T> {
  suspend fun yield(value: T) = iterator.yield(value)

  suspend fun yieldAll(): Unit = iterator.yieldAll()
}

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 */
can be potentially infinite. */

@sample samples.collections.Sequences.Building.buildSequenceYieldAll

/*
 * Yields a collections of values to the [Iterator] being built
 * and suspends until all these values are iterated and the next one is requested. */

@sample samples.collections.Sequences.Building.buildSequenceYieldAll

/*
 * Yields potentially infinite sequence of values to the [Iterator] being built
 * and suspends until all these values are iterated and the next one is requested.
 * The sequence can be potentially infinite. */

@sample samples.collections.Sequences.Building.buildSequenceYieldAll

*public abstract suspend fun yieldAll(elements: Iterable<T>) { if (elements is Collection && elements.isMainThread()) return yieldAll(elements.iterator()) } */

*public suspend fun yieldAll(iterator: Iterator<T>) {
    if (!iterator.hasNext()) return

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextIterator = iterator
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
        }
    }

    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

@Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    private var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                        state = State_ManyReady
                        return true
                    }
                State_ManyReady -> return false
                else -> throw exceptionalState()
            }

            state = State_Done
            nextStep = null
            nextStep = null
            state = State_NotReady
            nextValue = null
            nextValue = null
            override fun resumeWith(result: Result<Unit>) {
                result.getOrThrow() // just rethrow exception if it is there
                state = State_Done
            }

            override val context: CoroutineContext
                get() = EmptyCoroutineContext
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
        state = State_Done
    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }
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---

```kotlin
package kotlin.collections

// UByteArray
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

// UShortArray
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

// UIntArray
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

// ULongArray
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right)
}

// Interfaces
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

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---

Open Source Used In DNAC Platform Guardian 6126
in=kotlin.contracts.ExperimentalContracts\n
/*\n@Suppress("DEPRECATION")\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.3")\n@Experimental\n@RequiresOptIn\n@MustBeDocumented\n\nProvides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function.\n
* This type is used as a receiver type of the lambda function passed to the [contract] function.\n
* *\n* *\n* *\n\n* Describes a situation when a function returns normally, without any exceptions thrown.\n* *\n* *\n* *\n\n* Describes a situation when a function returns normally with the specified return value.\n* *\n* *\n* *\n\n* Describes a situation when a function returns normally with any value that is not `null`.\n* *\n* *\n* *\n\n* Specifies that the function parameter [lambda] is invoked in place.\n* *\n* *\n* *\n\n* Specifies how many times a function invokes its function parameter in place.\n* *\n* *\n* *\n\n* A function parameter will be invoked one time or not invoked at all.\n* *\n* *\n* *\n\n* A function parameter will be invoked one or more times.\n* *\n* *\n* *\n\n* A function parameter will be invoked exactly one time.\n* *\n* *\n* *\n\n* A function parameter is called in place, but it's unknown how many times it can be called.\n* *\n* *\n* *\n\n* Only the top-level functions can have a contract for now.\n* *\n* *\n* *\n\n* The contract description must be at the beginning of a function and have at least one effect.\n* *\n* *\n* *\n\n* Specifies the contract of a function.\n* *\n* *\n* *\n\n*/
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
* Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to describe the contract of a function.
* This type is used as a receiver type of the lambda function passed to the [contract] function.
*/

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.\n     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @sample samples.contracts.returnsContract
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.\n     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    // @sample samples.contracts.returnsTrueContract
    // @sample samples.contracts.returnsFalseContract
    // @sample samples.contracts.returnsNullContract
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not `null`.\n     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    // @sample samples.contracts.returnsNotNullContract
    @ContractsDsl public fun returnsNotNull(): ReturnsNotNull

    /**
     * Specifies that the function parameter [lambda] is invoked in place.
     * This contract specifies:
     * 1. the function [lambda] can only be invoked during the call of the owner function, and it won't be invoked after that owner function call is completed;
     * 2. (optionally) the function [lambda] is invoked the amount of times specified by the [kind] parameter;
     * see the [InvocationKind] enum for possible values.
     * A function declaring the `callsInPlace` effect must be _inline_.
     */
    // @sample samples.contracts.callsInPlaceAtMostOnceContract
    // @sample samples.contracts.callsInPlaceAtLeastOnceContract
    // @sample samples.contracts.callsInPlaceExactlyOnceContract
    // @sample samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
* Specifies how many times a function invokes its function parameter in place.
* See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
*/

@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    // @sample samples.contracts.callsInPlaceAtMostOnceContract
    AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    // @sample samples.contracts.callsInPlaceAtLeastOnceContract
    AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    // @sample samples.contracts.callsInPlaceExactlyOnceContract
    EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */
    // @sample samples.contracts.callsInPlaceUnknownContract
    UNKNOWN
}

/**
* Specifies the contract of a function.
* The contract description must be at the beginning of a function and have at least one effect.
* Only the top-level functions can have a contract for now.
* @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
* @sample samples.contracts.returnsContract
* @sample samples.contracts.callsInPlace
* @sample samples.contracts.callsInPlaceAtMostOnce
* @sample samples.contracts.callsInPlaceAtLeastOnce
* @sample samples.contracts.callsInPlaceExactlyOnce
* @sample samples.contracts.callsInPlaceUnknown
* @sample samples.contracts.callsInPlace
*/
SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder:
ContractBuilder.() -> Unit) {

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 * contributors.
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 * license/LICENSE.txt file.
 */

package kotlin.coroutines

/**
 * Marks coroutine context element that
 * intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the
 * interceptor and intercepts all coroutine continuations with [interceptContinuation] invocations.
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 */
@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key :
        CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
     * continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when needed and the resulting continuations are
     * cached internally per each instance of the original [continuation].
     * This function may simply return original [continuation] if it does not want to intercept this particular
     * continuation.
     * When the original [continuation] completes, coroutine framework invokes
     * [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
     * `interceptContinuation` had previously returned a different continuation instance.
     * [releaseInterceptedContinuation] is invoked by coroutines framework when a continuation completes and will
     * not be used anymore. This function is invoked only if [interceptContinuation] had returned a different
     * continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     */
    public fun <T>
        interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]
     * returns a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        E? {
        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class) if (key is AbstractCoroutineContextKey<*>) {
            @Suppress("UNCHECKED_CAST") return if (key.isSubKey(this.key))
                key.tryCast(this) as? E else null
        } else @Suppress("UNCHECKED_CAST") return if (ContinuationInterceptor === key) this as E
        null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>) { return if
        (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

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 */

package kotlin.coroutines

/**
 * Persistent context for the coroutine. It is an indexed set of [Element] instances.
 * An indexed set is a mix between
 * a set and a map.
 * Every element in this set has a unique [Key], an indexed set is a mix between
 * a set and a map.
 */
@SinceKotlin("1.3")
public interface
    CoroutineContext {
    /**
     * Returns the element with the given [key] from this context or `null`.
     */
    public fun <E : CoroutineContext.Element> get(key: Key<E>): E?

    /**
     * Returns a context containing elements from this context and elements from
     * other [context]. The elements
     * from this context with the same key as in the other one are dropped.
     */
    public operator fun plus(context: CoroutineContext): CoroutineContext

    /**
     * Returns a context containing elements from this context and elements from
     * other [context].
     */
    public operator fun plus(context: CoroutineContext): CoroutineContext
        if (context === EmptyCoroutineContext) this else // fast path -- avoid
        lambda creation
        context.fold(this) { acc, element -&gt; val removed =
fun minusKey(key: Key<*>): CoroutineContext

public interface Key<E : Element>

public interface Element : CoroutineContext {
    public val key: Key<*>

    public override operator fun <E : Element> get(key: Key<E>): E? =
        @Suppress("UNCHECKED_CAST")
            if (this.key == key) this as E else null

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(initial, this)

    public override fun minusKey(key: Key<*>): CoroutineContext =
        if (this.key == key) EmptyCoroutineContext else this
}

package kotlin.coroutines

import kotlin.coroutines.CoroutineContext.Element
import kotlin.coroutines.CoroutineContext.Key

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*, *>)
        baseKey.topmostKey else baseKey

    fun tryCast(element: Element): E? = safeCast(element)
    fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <E : Element>
    Element.getPolymorphicElement(key: Key<E>): E? {
    if (key is AbstractCoroutineContextKey<*, *>)
        return tryCast(key)

    companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as?
        DerivedElement })

    override fun <B : Element> get(key: Key<B>): B? =
        when (key) {
            isSubKey -> getPolymorphicElement(key)
            else -> key
        }
resumed by invoking [Continuation.resumeWith] at some moment in the\nfuture when the result becomes
available to resume the computation.\n\nOtherwise, the return value of the [block] must have a type assignable
to [T] and represents the result of this suspend function.\n\nIt means that the execution was not suspended and the
[Continuation] provided to the [block] shall not be invoked.\nAs the result type of the [block] is declared as
`Any?` and cannot be correctly type-checked,\nits proper return type remains on the conscience of the suspend
function's author.\n\nInvocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's
thread without going through the\n[Continuation] provided to the [block] shall not be invoked.\n\n[Continuation.intercepted] can be used to acquire the intercepted continuation.\nThe reason is that it is not
recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions
synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way
to obtain current continuation instance.

@SinceKotlin("1.3")\ninline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }\n    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
}

/**
 * This value is used as a return value of
 * [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was not suspended and will
 * not return any result immediately.\n * **Note: this value should not be used in general code.** Using it outside
 * of the context of `suspendCoroutineUninterceptedOrReturn` function return value
 * (including, but not limited
to, storing this value in other properties, returning it from other functions, etc)\n * can lead to unspecified
 * behavior of the code.\n */
@SinceKotlin("1.3")\npublic val COROUTINE_SUSPENDED: Any get() =
    CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum here ensures two important properties:
// 1.
// It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support
//enums)\n// 2. It improves debugging experience, since you clearly see toString() value of those objects and what
//package they come from\n// This class is Published API via serialized
//representation of SafeContinuation, don't rename/move\ninternal enum class CoroutineSingletons {
    COROUTINE_SUSPENDED, UNDECIDED, RESUMED
}

/package kotlin.experimental

/** Performs a bitwise AND
 * operation between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation
 * between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation
 * between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()

/** Performs a bitwise AND
 * operation between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Short.and(other: Short): Short =
    (this.toInt() and other.toInt()).toShort()

/** Performs a bitwise OR operation
 * between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short =
    (this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation
 * between the two values. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short =
    (this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =
    (this.toInt().inv()).toShort()
license/LICENSE.txt file.

*\n
@Experimental

/**
 * The experimental marker for type inference augmenting annotations.
 * Any usage of a declaration annotated with `@Experimental` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(Experimental::class)`
 * or by using the compiler argument `-Xopt-in=kotlin.experimental.Experimental`.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with `@Experimental` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(Experimental::class)`
 * or by using the compiler argument `-Xopt-in=kotlin.experimental.Experimental`.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(RetentionPolicy.BINARY)
@MustBeDocumented
@Retention(RetentionPolicy.BINARY)
@Target(Target.

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BINARY)

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NoInfer

intrinsic annotation class

Exact

intrinsic annotation class

LowPriorityInOverloadResolution

intrinsic annotation class

OnlyInputTypes

internal annotation class

AccessibleLateinitPropertyLiteral

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LateinitPropertyLiteral
Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

```kotlin
@Target(AnnotationTarget.CLASS,
        AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
        AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(val version: String,
                                          val message: String = "",
                                          val level: DeprecationLevel = DeprecationLevel.ERROR,
                                          val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
                                          val errorCode: Int = -1)
```

```kotlin
@Target(AnnotationTarget.CLASS,
        AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
        AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin
```

```kotlin
/**
 * The kind of the version that is required by [RequireKotlin].
 */
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}

```kotlin

```kotlin
/**
 * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during object construction but at a later time.
 * Trying to read the property before the initial value has been assigned results in an exception.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl
```
*\npublic fun interface ReadOnlyProperty<in T, out V> {\n * @param thisRef the object for which the value is requested.\n * @param property the metadata for the property.\n * @return the property value.\n *\npublic operator fun getValue(thisRef: T, property: KProperty<*>): V\n}"/**\n * Base interface that can be used for implementing property delegates of read-write properties.\n *\n* This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures.\n *\n* @param T the type of object which owns the delegated property.\n* @param V the type of the property value.\n*/\n\n/**\n * Base interface that can be used for implementing property delegates of read-write properties.
 *
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has a method with the same signature.\n *\n* @param T the type of object which owns the delegated property.\n* @param D the type of property delegates this provider provides.\n*/
@SinceKotlin("1.4")\npublic fun interface PropertyDelegateProvider<in T, out D> {\n    /**
     * Returns the delegate of the property for the given object.\n     *\n     * This function can be used to extend the logic of creating the object (e.g. perform validation checks) \n     * to which the property implementation is delegated.\n     *\n     * @param thisRef the object for which property delegate is requested.\n     * @param property the metadata for the property.\n     * @return the property delegate.\n     */
    public operator fun provideDelegate(thisRef: T, property: KProperty<*>) \n    : D
}

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.\n *\n * @param initialValue the initial value of the property.\n */\n@public
@abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {\n    private var value = initialValue
    
    /**
     * The callback which is called before a change to the property value is attempted.\n     *\n     * The value of the property hasn't been changed yet, when this callback is invoked.\n     * If the callback returns `true` the value of the property is being set to the new value, \n     * and if the callback returns `false` the new value is discarded and the property remains its old value.\n     *\n     * protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true\n     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true

    /**
     * The callback which is called after the change of the property is made.\n     */
    protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {

    }

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V {\n        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {\n            return
        }
        this.value = value
        afterChange(property, oldValue, value) {\n            return
        }\n    }
}
KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>):
    V { return get(thisRef) } /*
   * An extension operator that allows delegating a mutable property of type [V] to
   * a property reference to a mutable property of the same type [V].
   * The reference is without a receiver, i.e. it either references a top-level property
   * or has the receiver bound to it. Example:
   * *n * class Login(val username: String, var incorrectAttemptCounter: Int = 0): *n *
   * receiver A property reference to a mutable property of type [V] or its subtype.
   */

KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V):
    value { set(value) } /*
   * An extension operator that allows delegating a read-only member or extension
   * property of type [V] to a property reference to a member or extension property
   * of type [V] or its subtype. The reference has an unbound receiver of type [T].
   */

/**
   * An extension operator that allows delegating a read-only member or extension
   * property of type [V] to a property reference to a member or extension property
   * of type [V] or its subtype. The reference has an unbound receiver of type [T].
   */

package kotlin.random

import kotlin.math.nextDown

/**
   * An abstract class that is implemented by random number generator algorithms.
   */)
Generates a `Long` random value uniformly distributed between `0` (inclusive) and 
the specified [until] bound.

* @param until must be positive.
@throws IllegalArgumentException if [until] is negative or zero.

public open fun nextLong(until: Long): Long = nextLong(0, until)

Generates a `Double` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.

@throws IllegalArgumentException if [from] is greater than or equal to [until].

public open fun nextDouble(from: Double, until: Double): Double {

    Generates a `Double` random value uniformly distributed between 0 (inclusive) and [until] (exclusive).

    public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

    Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).

    public open fun nextDouble(until: Double): Double = nextDouble(0.0, until)

    Gets the next random non-negative `Double` from the random number generator less than the specified [until] bound.

    public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

    Gets the next random non-negative `Double` from the random number generator in the specified range.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(from: Long, until: Long): Long = nextLong(0, until)

    Gets the next random `Long` from the random number generator in the specified range.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(): Long = nextLong(0, Long.MAX_VALUE)

    Gets the next random long `Long` from the random number generator.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(): Long = nextLong(0, Long.MAX_VALUE)

    Gets the next random non-negative `Long` from the random number generator less than the specified [until] bound.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(): Long = nextLong(0, Long.MAX_VALUE)

    Gets the next random `Long` from the random number generator in the specified range.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(): Long = nextLong(0, Long.MAX_VALUE)

    Gets the next random non-negative `Long` from the random number generator less than the specified [until] bound.

    * @param until must be finite otherwise the behavior is unspecified.
    @throws IllegalArgumentException if [until] is negative or zero.

    public open fun nextLong(): Long = nextLong(0, Long.MAX_VALUE)
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * Creating a byte array of the specified [size], filled with random bytes.
 */
public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * The default random number generator.
 * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
 * @sample samples.random.Randoms.defaultRandom
 */
private val defaultRandom: Random = defaultPlatformRandom()}

fun override fun nextBytes(bitCount: Int): Int = defaultRandom.nextBytes(bitCount)

fun override fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * The default random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * Note: Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * Note: Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.
 * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 * Generates an `Int` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt(0) + 1
}

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 * Generates a `Long` random value uniformly distributed in the specified [range]:
 * from `range.start` inclusive to `range.endInclusive` inclusive.
 * @throws IllegalArgumentException if [range] is empty.
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong(0) + 1
}

open fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from)
internal fun checkRangeBounds(from: Double, until: Double) = require(until > from)
internal fun boundsErrorMessage(from, until) {}
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from)
internal fun checkRangeBounds(from: Double, until: Double) = require(until > from)
internal fun boundsErrorMessage(from, until) {}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [from, until]."

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 */

package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */
public fun Random.nextUInt(): UInt = nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified [until] bound.
 * @throws IllegalArgumentException if [until] is zero.
 */
public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)\n
/**
 * Gets the next random [UInt] from the random number generator in the specified range.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

/**
 * Gets the next random [ULong] from the random number generator.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified [until] bound.
 * @throws IllegalArgumentException if [until] is zero.
 */
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */
public fun Random.nextULong(from: ULong, until: ULong): ULong {
    checkULongRangeBounds(from, until)

    val signedFrom = from.toLong() xor Long.MIN_VALUE
    val signedUntil = until.toLong() xor Long.MIN_VALUE

    val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
    return signedResult.toULong()
}

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 * @throws IllegalArgumentException if [range] is empty.
 */
public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < ULong.MAX_VALUE ->
    range.first + 1u
    when (\n        range.first \n        range.last + 1u
        range.first + 1u
    )
    else -> nextUInt(range.first, range.last) + 1u
    else -> nextUInt()
}

/**
 * Fills
the specified unsigned byte [array] with random bytes and returns it.

*@return [array] filled with random bytes.*

*\n
@Random.nextUBytes(array: UByteArray, fromIndex: Int, toIndex: Int) un

*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    return array
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
}

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package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 * Cycles after 2^192 - 2^32 repetitions.
 * For more details, see Marsaglia, George (July 2003). "Xorshift RNGs". Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14
 * Available at https://www.jstatsoft.org/v08/i14/paper
 * Since 1.3
 */
internal class XorWowRandom
internal constructor(
    x: Int,
    y: Int,
    z: Int,
    w: Int,
    v: Int,
    addend: Int
) : Random() {

    internal constructor(seed1: Int, seed2: Int) :
            this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))

    init {
        require((x or y or z or w or v) != 0) { "Initial state must have at least one non-zero element." }

        // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64
        repeat(64) { nextInt() }
    }

    override fun nextInt(): Int {
        // Equivalent to the xorxow algorithm
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        v = t
        addend += 362437
        return t + addend
    }

    override

/**
 * Represents a range of floating point numbers.
 * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.
 * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to achieve IEEE-754 comparison order instead of total order of floating point numbers. *
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

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@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override

/*
 * @package kotlin.jvm
 * Since 1.1
 */

@SinceKotlin("1.1")
public fun Ranges.rangeFromComparable\n
closed range of values of type `Double`.

 Numbers are compared with the ends of this range according to IEEE-754.

 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) :
    ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Double] value to the specified [that] value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified [element].
 * Returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null && contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}

@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Returns `null` if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T {
    return if (isInstance(value)) value as T else null
}

@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Returns `null` if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value as T else null
}

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 */

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this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. Expand this license here. * Represents a type projection. Type projection is usually the argument to another type in a type usage. For example, in the type `Array<out Number>`, `out Number` is the covariant projection of the type represented by the class `Number`. This * type projection is either the star projection, or an entity consisting of a specific type plus optional variance. 

```kotlin
package kotlin.reflect

import kotlin.jvm.JvmField
import kotlin.jvm.JvmStatic

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information. 

@see [KTypeParameter.variance]
@see [KTypeProjection]
 */
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     * For example, in the type `Set<String>`, `String` is an invariant projection of the type represented by the class `String`. 

    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier applied to a type.
     * For example, in the type `MutableList<in Number>` `in Number` is a contravariant projection of the type of class `Number`. 

    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier applied to a type.
     * For example, in the type `Array<out Number>` `out Number` is a covariant projection of the type of class `Number`. 

    OUT,

    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it. 

    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code. 

    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code. 

    OUT,

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    /**
     * Represents a type projection. Type projection is usually the argument to another type in a type usage.
     * For example, in the type `Array<out Number>` `out Number` is the covariant projection of the type represented by the class `Number`. This * type projection is either the star projection, or an entity consisting of a specific type plus optional variance. 

    */
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     */
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```
kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     */
    fun append(value: Char): Appendable

    /**
     * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends all arguments to the given [Appendable] and returns this instance.
     */
    fun append(vararg value: CharSequence?): Appendable

    /**
     * Appends a line feed character (`\n`) to this Appendable and returns this instance.
     */
    fun appendLine(): Appendable

    /** Appends value to the given Appendable and a line feed character (`\n`) after it. */
    inline fun Appendable.appendLine(value: Char): Appendable = append(value).appendLine()

    internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
        when {
            transform != null -> append(transform(element))
            element is CharSequence? -> append(element)
            element is Char -> append(element)
            else ->
                append(element.toString())
        }
    }
}

/*
 * Concatenates this Char and a String, with no character case comparison.
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

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 */

@file:kotlin.java.JvmMultiFileClass
@file:kotlin.java.JvmName("CharsKt")

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 */

@Suppress("UNCHECKED_CAST")

@file:kotlin.java.JvmMultiFileClass
@file:kotlin.java.JvmName("CharsKt")

Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes the first and the last lines if they are blank (notice difference blank vs empty).

- `trimMargin` doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
- `trimIndent` Doesn't preserve the original line endings.

- Pipe character

- Sample usage

- Kotlin text

- Is Whitespace

- Replace indent by margin

- Replace indent

- Prepend indent

- Indent width

- Get indent function

- reindent

- Typography

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* `@package kotlin.text`*

* `@package`*
val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character ® */
    public const val registered: Char = '\u00AE'
    /** The character ° */
    public const val degree: Char = '\u00B0'
    /** The character ± */
    public const val plusMinus: Char = '\u00B1'
    /** The character ¶ */
    public const val paragraph: Char = '\u00B6'
    /** The character · */
    public const val middleDot: Char = '\u00B7'
    /** The character ½ */
    public const val half: Char = '\u00BD'
    /** The character – */
    public const val ndash: Char = '\u2013'
    /** The character — */
    public const val mdash: Char = '\u2014'
    /** The character ' */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character ' */
    public const val rightSingleQuote: Char = '\u2019'
    /** The character ' */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character " */
    public const val leftDoubleQuote: Char = '\u201C'
    /** The character " */
    public const val rightDoubleQuote: Char = '\u201D'
    /** The character " */
    public const val lowDoubleQuote: Char = '\u201E'
    /** The character † */
    public const val dagger: Char = '\u2020'
    /** The character ‡ */
    public const val doubleDagger: Char = '\u2021'
    /** The character • */
    public const val bullet: Char = '\u2022'
    /** The character … */
    public const val ellipsis: Char = '\u2026'
    /** The character ′ */
    public const val prime: Char = '\u2031'
    /** The character ″ */
    public const val doublePrime: Char = '\u2033'
    /** The character € */
    public const val euro: Char = '\u20AC'
    /** The character ™ */
    public const val tm: Char = '\u2122'
    /** The character ≈ */
    public const val almostEqual: Char = '\u2248'
    /** The character ≠ */
    public const val notEqual: Char = '\u2260'
    /** The character ≤ */
    public const val lessOrEqual: Char = '\u2264'
    /** The character ≥ */
    public const val greaterOrEqual: Char = '\u2265'
}
from 1 to `groupCount` and group with the index 0 corresponds to the entire match. If the group in the regular expression is optional and there were no match captured by that group, corresponding item in [groupValues] is an empty string.

@sample samples.text.Regexps.matchDestructuringToGroupValues

public val groupValues: List<String>

/**
 * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values. If the group in the regular expression is optional and there were no match captured by that group, corresponding item in [groupValues] is an empty string.
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */

public val destructured: Destructured get() = Destructured(this)

/**
 * Provides components for destructuring assignment of group values.
 * [component1] corresponds to the value of the first group, [component2] to the value of the second, and so on.
 * If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.
 * @sample samples.text.Regexps.matchDestructuringToGroupValues
 */

public class Destructured internal constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun component1(): String = match.groupValues[1]
    @kotlin.internal.InlineOnly
    public operator inline fun component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly
    public operator inline fun component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly
    public operator inline fun component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly
    public operator inline fun component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly
    public operator inline fun component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly
    public operator inline fun component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly
    public operator inline fun component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly
    public operator inline fun component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
    public operator inline fun component10(): String = match.groupValues[10]

    /**
     * Returns destructured group values as a list of strings.
     * First value in the returned list corresponds to the value of the first group, and so on.
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}

package kotlin.time

import kotlin.contracts.*
import kotlin.math.abs

@OptIn(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one. An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units] use the functions [toInt], [toLong], and [toDouble], or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 * @SinceKotlin("1.3") @ExperimentalTime @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
// TODO: backend fails on init block, wait for KT-28055

/*nimport kotlin.math.abs
@OptIn(ExperimentalTime::class)*/
uprivate inline val

get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one. An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units] use the functions [toInt], [toLong], and [toDouble], or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 * @SinceKotlin("1.3") @ExperimentalTime @Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
// TODO: backend fails on init block, wait for KT-28055
/*nimport kotlin.math.abs
@OptIn(ExperimentalTime::class)*/
uprivate inline val
```kotlin
/**
 * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
 * with these components.
 * The result of [action] is returned as the result of this function.
 * `seconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
 * 1_000_000_000;
 * `minutes` represents the whole number of seconds in this duration, and its absolute value is less than
 * 60;
 * `hours` represents the whole number of minutes in this duration, and its absolute value is less than
 * 24;
 * `days` represents the whole number of days in this duration.
 * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
 * it is coerced into that range.
 * `public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds:
 * Int) -> T): Duration = Duration(action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent))
 */

*public fun isNegative(): Boolean = value < 0
*public fun isPositive(): Boolean = value > 0
*public fun isFinite(): Boolean = value.isFinite()
*public fun isInfinite(): Boolean = value.isInfinite()
*public fun isNegative(): Boolean = value < 0
*public fun isPositive(): Boolean = value > 0
*public fun isFinite(): Boolean = value.isFinite()
*public fun isInfinite(): Boolean = value.isInfinite()
*/
```

nanoseconds and executes the given \[action\] with these components.

* The result of \[action\] is returned as the result of this function.

* `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than \(1 \_000 \_000 \_000\).

* `seconds` represents the whole number of seconds in this duration.

* If the value doesn't fit in \[Long\] range, i.e. it's greater than \[Long.MAX_VALUE\] or less than \[Long.MIN_VALUE\].

* It is coerced into that range.

* public inline fun \(<T>\) toComponents\((action: (seconds: Long, nanoseconds: Int) -> T)\): T

```kotlin
contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
return action(inSeconds.toLong(), nanosecondsComponent)
@PublishedApi internal val hoursComponent: Int get() = (inHours % 24).toInt()
@PublishedApi internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
@PublishedApi internal val secondsComponent: Int get() = (inSeconds % 60).toInt()
@PublishedApi internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()
@PublishedApi internal val DurationUnit: Double = convertDurationUnit(value, storageUnit, unit)/** Returns the value of this duration expressed as a \[Double\] number of the specified \[unit\].

/** The value of this duration expressed as a \[Double\] number of days. */
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

/** The value of this duration expressed as a \[Double\] number of milliseconds. */
public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a \[Double\] number of microseconds. */
public fun toLongMicroseconds(): Long = toLong(DurationUnit.MICROSECONDS)

/** The value of this duration expressed as a \[Double\] number of nanoseconds. */
public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

/** The value of this duration expressed as a \[Double\] number of milliseconds. */
public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/** The value of this duration expressed as a \[Double\] number of microseconds. */
public fun toLongMicroseconds(): Long = toLong(DurationUnit.MICROSECONDS)

/** The value of this duration expressed as a \[Double\] number of milliseconds. */
public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

/** A string representation of this duration value expressed in the unit which yields the most compact and readable number value.

* Special cases:

* - zero duration is formatted as `"0s"`

* - the infinite duration is formatted as \"\$\" without unit

* - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation

* - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation

* @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`. */

```
DurationUnit.MICROSECONDS
    absNs < 1e9 -> DurationUnit.MILLISECONDS
    absNs < 1000e9 -> DurationUnit.SECONDS
    absNs < 3600_000e9 -> DurationUnit.MINUTES
    absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
    else ->

DurationUnit.DAYS

    val scientific = true
    int val = toDouble(unit) when {
        scientific -> formatScientific(value)
        maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
        else -> formatToExactDecimals(value, precision(abs(value)))
    } +

    unit.shortName() +
}

private fun precision(value: Double): Int = when {
    value < 1 -> 3
    value < 10 -> 2
    value < 100 -> 1
    else -> 0
}

@ExperimentalStdlibApi
public fun toString(unit: DurationUnit, decimals: Int = 0): String {
    require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
    if (isInfinite()) return value.toString()
    val number = toDouble(unit)
    return when {
        abs(number) < 1e14 -> formatToExactDecimals(number, decimals.coerceAtMost(12))
        else -> formatScientific(number) +
            unit.shortName() +
    }
}

/**
 * Returns an ISO-8601 based string representation of this duration.
 * The returned value is presented in the format `PThHmMs.fS`, where `h`, `m`, `s` are the integer components
 * of this duration (see [toComponents]) and `f` is a fractional part of second.
 * Negative durations are indicated with the sign `-` in the beginning of the returned string, for example, `-PT5M30S`.
 * @sample samples.time.Durations.toIsoString
 */
@OptIn(ExperimentalStdlibApi::class)
public fun toIsoString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        val hasHours = hours != 0
        val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
            if (nanoseconds != 0) {
                append('.')
                val nss = nanoseconds.toString().padStart(9, '0')
                when {
                    nanoseconds % 1_000_000 == 0 -> appendRange(nss, 0, 3)
                    nanoseconds % 1_000 == 0 -> appendRange(nss, 0, 6)
                    else -> appendRange(nss, 0, 9)
                }
            }
        }
    }
}

// constructing from number of units
// extension functions

/** Returns a [Duration] equal to this [Int] number of the specified [unit]. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() =
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun
formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

* Time unit representing one nanosecond, which is 1/1000 of a microsecond.

MICROSECONDS,

MILLISECONDS,

SECONDS,

MINUTES,

HOURS,

DAYS;

/**
 * Time unit representing one day, which is always equal to 24 hours.
 */

@SinceKotlin("1.3")
@ExperimentalTime
internal fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
time mark on the same time source that is behind this time mark by the specified [duration].

* The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.

* Returns true if this time mark has passed according to the time source from which this mark was taken.

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.

* Returns false if this time mark has not passed according to the time source from which this mark was taken.

* Note that the value returned by this function can change on subsequent invocations.

* If the time source is monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point of the time source.

```kotlin
@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline operator fun
    TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.",
    level = DeprecationLevel.ERROR)
@Suppress("UNUSED_PARAMETER")
public inline operator fun
    TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")
```

```kotlin
@ExperimentalTime
private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias
    Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", "kotlin.time.TimeMark"), DeprecationLevel.ERROR)
public typealias
    ClockMark = TimeMark
```
open override fun elapsedNow(): Duration = (timeSource.read() - 
    startedAt).toDuration(timeSource.unit) - offset

override fun plus(duration: Duration): TimeMark = 
    DoubleTimeMark(startedAt, timeSource, offset + duration)

override fun markNow(): TimeMark = 
    DoubleTimeMark(read(), Duration.ZERO)

/**
 * A time source that has programmatically updatable
 * readings. It is useful as a predictable source of time in tests.
 * The current reading value can be advanced by the
 * specified duration amount with the operator [plusAssign]:
 *
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 *
 * Implementation note: the current reading value is stored as a [Long]
 * number of nanoseconds; thus it's capable to represent a time range of approximately ±292 years.
 *
 * Should the reading value overflow as the result of [plusAssign] operation, an
 * [IllegalStateException] is thrown.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = 
    DurationUnit.NANOSECONDS) {
    private var reading: Long = 0

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified [duration].
     *
     * @throws IllegalStateException when the reading value overflows as the
     * result of this operation.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = 
            duration.toDouble(unit) * 
            duration.toLong()

        reading = 
            if (longDelta != Long.MIN_VALUE 
                && longDelta != Long.MAX_VALUE) {
                // when delta fits in long, add it as long
                val newReading = reading + longDelta
                if (reading xor longDelta >= 0 
                    && reading xor newReading < 0)
            overflow(duration) 
                newReading
            } else {
                // when delta is greater than long, add it as double
                val newReading = reading + delta
                if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) 
                    overflow(duration)
            } 

        newReading
    }

    private fun 
        overflow(duration: Duration) {
            throw IllegalStateException("TestTimeSource will overflow if its reading 
                $readingns is advanced by $duration.")
        }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.", ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock = 
    TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock = 
    AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractDoubleTimeSource instead.", ReplaceWith("AbstractDoubleTimeSource", "kotlin.time.AbstractDoubleTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractDoubleClock = 
    AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"), DeprecationLevel.ERROR)
public typealias TestClock = 
    TestTimeSource

package kotlin.time

import kotlin.contracts.*

/**
 * Executes the given 
 * function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with
 * [TimeSource.Monotonic] and returns the duration of elapsed time interval.
 * The elapsed time is measured with
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun
    measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Data class representing a result of executing
 * an action, along with the duration of elapsed time interval.
 * @property value the result of the action.
 * @property duration the duration of elapsed time interval.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun
    measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return mark.elapsedNow()
}

/*
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 * Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.time

import kotlin.contracts.*

/**
 * Executes the given 
 * function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with
 * [TimeSource.Monotonic] and returns the duration of elapsed time interval.
 * The elapsed time is measured with
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun
    measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return mark.elapsedNow()
}
@property duration the time elapsed to execute the action.

/*
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 * As a rule of thumb, it should
 * be used if recursion goes deeper than a thousand calls.
 * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] function can be used to make a recursive call
 * to the declared function. Other instances of [DeepRecursiveFunction] can be called
 * in this scope with `callRecursive` extension, too.
 * For example, take a look at the following recursive tree class and a deeply
 * recursive instance of this tree with 100K nodes:
 * A regular recursive function can be defined to compute a depth of a tree:
 * However, the ‘depth’ function can be rewritten using ‘DeepRecursiveFunction’ in the following way, and then
 * it successfully computes ['depth(deepTree)'] extension. For example, then
 * it * successfully computes ['depth(deepTree)'] [DeepRecursiveFunction.invoke] expression:
 * DeepRecursiveFunction<
 * DeepRecursiveScope.callRecursive] extension.
 * extension.
 * Int> { t ->
 * val result = block(t) return TimedValue(result, mark.elapsedNow())
 */
```
```
crossFunctionCompletion trampoline -- call resume here
            this.result = UNDEFINED_RESULT // reset result back
        cont.resumeWith(result)
    }
}

function

/*
 * Copyright 2010-2018
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. *n */unpackage kotlin

import kotlin.internal.InlineOnly

/*n */un

@see Any.hashCode
*

@SinceKotlin("1.3")
@InlineOnly

public inline fun Any?.hashCode(): Int =
this?.hashCode() ?: 0

/*n */un

/*n */un

private fun versionOf(major: Int, minor: Int, patch: Int): Int {
require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
            "Version components are out of range: $major.$minor.$patch"
        }
        return major.shl(16) + minor.shl(8) + patch
    }

/*n */un

override fun compareTo(other: KotlinVersion): Int = version - other.version

/*n */un

public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
    this.major > major || (this.major == major && this.minor >= minor)

/*n */un

public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
    this.major > major || (this.major == major &&
            (this.minor > minor || this.minor == minor
                &&
                        this.patch >= patch))

companion object {
    /**
     * Maximum value a version component can have, a constant value 255.
     */
    // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS
    public const val MAX_COMPONENT_VALUE = 255

    /**
     * Returns the current version of the Kotlin standard library.
     * @since 1.1
     */
    @kotlin.jvm.JvmField
    public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 10) // value is written here automatically during build

    /**
     * Returns `true` if this version is not less than the version specified with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
        this.major > major || (this.major == major &&
                (this.minor > minor || this.minor == minor
                    &&
                            this.patch >= patch))

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         * @since 1.1
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 10) // value is written here automatically during build
    }
}
}
Lazy instance.

- public val value: T

- Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
- Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.
- public fun isInitialized(): Boolean

- Creates a new instance of the [Lazy] that is already initialized with the specified [value].
- An extension to delegate a read-only property of type [T] to an instance of [Lazy].
- A Lazy instance does not allow to use instances of Lazy for property delegation; only `val` property.
- String by lazy { initializer }
- lazy<caret>{value: T} = LazyImpl(value)
- * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
- This extension allows to use instances of Lazy for property delegation; only `val` property.
- A Lazy instance synchronizes initialization among multiple threads.
- enum class LazyThreadSafetyMode {
- SYNCHRONIZED, PUBLICATION, NONE
- * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.
- This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.
- UNINITIALIZED_VALUE
- internal to be called from lazy in JS
- UnsafeLazyImpl<out T>(initializer: () -> T) = Lazy<caret>T
- Serializable {
- private var value: T
- get() { if (_value == UNINITIALIZED_VALUE) {
- _value = initializer()!
- return _value as T
- }
- override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE
- override fun toString(): String = if (isInitialized())
- value.toString() else "Lazy value not initialized yet.
- private fun writeReplace(): Any =
- LazyImpl<value: T>(override val value: T) = Lazy<caret>T
- Serializable {
- override fun isInitialized(): Boolean = true
- override fun toString(): String =
- value.toString()}
- package kotlin
- 
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- *
- * Counts the number of set bits in the binary representation of this [Int] number.
- *
- * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
- *
- * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
- *
- * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
- *
- * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, or zero, if this number is zero.
- *
- * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
- * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
Int.rotateLeft(bitCount: Int): Int

```kotlin
Int.rotateLeft(bitCount: Int): Int
```

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

```
*Int.rotateLeft(bitCount: Int): Int
Int.rotateLeft(bitCount: Int): Int
```

Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

```
number.rotateRight(-n) == number.rotateLeft(n)
```

Rotating by a multiple of `Int.SIZE_BITS` (32) returns the same number, or more generally:

```
number.rotateRight(n % 32) == number.rotateLeft(n % 32)
```

Long.rotateLeft(bitCount: Int): Long

```kotlin
Long.rotateLeft(bitCount: Int): Long
```

The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

```
*Long.rotateLeft(bitCount: Int): Long
Long.rotateLeft(bitCount: Int): Long
```

Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

```
number.rotateLeft(-n) == number.rotateRight(n)
```

Rotating by a multiple of `Long.SIZE_BITS` (64) returns the same number, or more generally:

```
number.rotateLeft(n % 64) == number.rotateRight(n % 64)
```

Byte.countOneBits(): Int

```kotlin
Byte.countOneBits(): Int
```

The number having a single bit set in the position of the most significant set bit of this `Long` number.

```
*Long.countOneBits(): Int
Long.countOneBits(): Int
```

Returns a number having a single bit set in the position of the least significant set bit of this `Long` number.

```
*Long.countLeadingZeroBits(): Int
Long.countLeadingZeroBits(): Int
```

Returns a number having a single bit set in the position of the least significant set bit of this `Long` number.

```
*Long.countTrailingZeroBits(): Int
Long.countTrailingZeroBits(): Int
```

Returns a number having a single bit set in the position of the most significant set bit of this `Byte` number.

```
*Byte.countOneBits(): Int
Byte.countOneBits(): Int
```

The number having a single bit set in the position of the most significant set bit of this `Byte` number.

```
*Byte.countLeadingZeroBits(): Int
Byte.countLeadingZeroBits(): Int
```

The number having a single bit set in the position of the least significant set bit of this `Byte` number.

```
*Byte.countTrailingZeroBits(): Int
Byte.countTrailingZeroBits(): Int
```

The number having a single bit set in the position of the most significant set bit of this `Byte` number.

```
*Byte.takeHighestOneBit(): Byte
Byte.takeHighestOneBit(): Byte
```

The number having a single bit set in the position of the least significant set bit of this `Byte` number.

```
*Byte.takeLowestOneBit(): Byte
Byte.takeLowestOneBit(): Byte
```

The number having a single bit set in the position of the most significant set bit of this `Byte` number.

```
*Byte.takeTrailingZeroBits(): Int
Byte.takeTrailingZeroBits(): Int
```

The number having a single bit set in the position of the least significant set bit of this `Byte` number.

```
*Byte.takeLeadingZeroBits(): Int
Byte.takeLeadingZeroBits(): Int
```

The number having a single bit set in the position of the most significant set bit of this `Byte` number.

```
*Byte.takeTrailingZeroBits(): Int
Byte.takeTrailingZeroBits(): Int
```
number is zero.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/**
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally
 * number.rotateLeft(-n) == number.rotateRight(n)
 */
@SinceKotlin("1.3")
public inline fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

/**
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally
 * number.rotateRight(-n) == number.rotateLeft(n)
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

/**
 * Counts the number of set bits in the binary representation of this [Short] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Short.countLeadingZeroBits(): Int = (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number.
 * If this number is zero, returns zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number.
 * If this number is zero, returns zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
@public inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()
```
* */
* The last element in the progression.

* */
* public val last: UInt = getProgressionLastElement(start, endInclusive, step) /* */
* The step of the progression.

* */
* public val step: Int = step 

override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step) /* */
Checks if the progression is empty. * */
* public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last 

override fun equals(other: Any?): Boolean = other is UIntProgression && (isEmpty() 

other.isEmpty() ||
first == other.first && last == other.last && step == other.step) /* */
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt()) /* */
Companion object {
* /
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that can be found in the license/LICENSE.txt file. */
* DO NOT EDIT!\n
package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {

    override final fun next() = nextUByte() /* */

    /** Returns the next value in the sequence without boxing. */

    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {

    override final fun next() = nextUShort() /* */

    /** Returns the next value in the sequence without boxing. */

    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {

    override final fun next() = nextUInt() /* */

    /** Returns the next value in the sequence without boxing. */

    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {

    override final fun next() = nextULong() /* */

    /** Returns the next value in the sequence without boxing. */

    public abstract fun nextULong(): ULong
}

/*
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that can be found in the license/LICENSE.txt file. */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {

    override val start: ULong get() = first

    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first == last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && last == other.last &&

        other.isEmpty()) ||

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() +

        last xor (last shr 32)).toInt() /* */

    companion object {

        /** An empty range of values of type ULong. */

        public val EMPTY: ULongRange =

        ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE) /* */

        * A progression of values of type

    }
}
`ULong`

```kotlin
public open class ULongProgression
internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) :
    Iterable<ULong> {
    init {
        if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
    */
    public val first: ULong = start

    /**
     * The last element in the progression.
    */
    public val last: ULong = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
    */
    public val step: Long = step

    override fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $(-step)"

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
        */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}
```

```kotlin
/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which
 * the value is incremented on each step.
 */
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else
        finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}
```

```kotlin
/**
 * Returns the smaller of two values.
 */
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the smaller of two values.
 */
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.
 */
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}

/**
 * Returns the greater of two values.
 */
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
```

```kotlin
@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this 
 * [UInt] number.
 */
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the
 * binary representation of this [UInt] number.
 */
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the
 * binary representation of this [UInt] number.
 */
```
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Uint.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits() \n\nReturns a number having a single bit set in the position of the most significant bit of this [Uint] number, \n\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Uint.takeHighestOneBit(): Uint = toInt().takeHighestOneBit().toUInt() \n\nReturns a number having a single bit set in the position of the least significant bit of this [Uint] number, \n\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Uint.takeLowestOneBit(): Uint = toInt().takeLowestOneBit().toUInt() \n\nRotates the binary representation of this [Uint] number left by the specified [bitCount] number of bits. \n\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n\n* number.rotateLeft(-n) == number.rotateRight(n) \n\n* Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally \n\n* number.rotateLeft(n) == number.rotateRight(n % 32)\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun Uint.rotateLeft(bitCount: Int): Uint = toInt().rotateLeft(bitCount).toUInt() \n\nRotates the binary representation of this [Uint] number right by the specified [bitCount] number of bits. \n\nThe least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. \n\n* Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n\n* number.rotateRight(-n) == number.rotateLeft(n) \n\n* Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally \n\n* number.rotateRight(n) == number.rotateRight(n % 32)\n
@SinceKotlin("1.3")
@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun Uint.rotateRight(bitCount: Int): Uint = toInt().rotateRight(bitCount).toUInt() \n\nCounts the number of set bits in the binary representation of this [UInt] number.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countOneBits(): Int = toLong().countOneBits() \n\nCounts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits() \n\nCounts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits() \n\nReturns a number having a single bit set in the position of the most significant bit of this [ULong] number, \n\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong() \n\nReturns a number having a single bit set in the position of the least significant bit of this [ULong] number, \n\n* or zero, if this number is zero.\n
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong() \n\nRotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits. \n\nThe most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. \n\n* Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n\n* number.rotateLeft(-n) == number.rotateRight(n) \n\n* Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally \n\n* number.rotateLeft(n) == number.rotateLeft(n % 32)
Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally
`number.rotateLeft(n) == number.rotateLeft(n % 64)`

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly
\public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

* Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.

* The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly
\public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

* Counts the number of set bits in the binary representation of this [ULong] number.

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.countOneBits(): Int = toUInt().countOneBits()

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()

* Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.

* The least significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()

* Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

* Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number, or zero, if this number is zero.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

*\@SinceKotlin("1.3")\@ ExperimentalStdlibApi\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

* Counts the number of set bits in the binary representation of this [UShort] number.

*\@SinceKotlin("1.4")\@ ExperimentalStdlibApi::class\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()

* Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.

* Counts the number of set bits in the binary representation of this [UShort] number.

*\@SinceKotlin("1.3")\@ ExperimentalStdlibApi\@ ExperimentalUnsignedTypes\@ kotlin.internal.InlineOnly\public inline fun UShort.countSetBits(): Int = toUInt().countSetBits()
Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()}

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()}

Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number, ln * or zero, if this number is zero.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()}

Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number, ln * or zero, if this number is zero.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()}

Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits. ln * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. ln * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: ln * number.rotateLeft(-n) == number.rotateRight(n) (16) returns the same number, or more generally:

`number.rotateLeft(n) == number.rotateLeft(n % UShort.SIZE_BITS) (16)`

Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits. ln * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. ln * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: ln * `number.rotateRight(-n) == number.rotateLeft(n)\n` * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:

```
*number.rotateLeft(n % 16)\n`
```

```
*number.rotateRight(n % 16)\n`
```

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```
* file: OptIn(ExperimentalUnsignedTypes:class)\npackage kotlin.internal:\n/* a - b mod c */

private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c\n}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c\n}

// Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].\n
* No validation on passed parameters is performed. The given parameters should satisfy the condition: n * - either `step > 0` and `start <= end` \n* or `step < 0` and `start >= end` \n* @param start first element of the progression\n* @param end\n* @param step increment, or difference of successive elements in the progression\n* @return the final element of the progression\n* @suppress\n
* @PublishedApi\n* SinceKotlin("1.3")\n
/* getProgressionLastElement(...) */

```

/* Open Source Used In DNAC Platform Guardian 6164 */

```

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```
* file: OptIn(ExperimentalUnsignedTypes:class)\npackage kotlin.internal:\n/* a - b mod c */

private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c\n}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c\n}

// Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].\n
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// Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative n * [step].\n
* No validation on passed parameters is performed. The given parameters should satisfy the condition: n * - either `step > 0` and `start <= end` \n* or `step < 0` and `start >= end` \n* @param start first element of the progression\n* @param end\n* @param step increment, or difference of successive elements in the progression\n* @return the final element of the progression\n* @suppress\n
* @PublishedApi\n* SinceKotlin("1.3")\n
/* getProgressionLastElement(...) */

```
of a positive \([\text{step}]\), or from \([\text{end}]\) to \([\text{start}]\) in case of a negative\([\text{step}]\). No validation on passed parameters is performed. The given parameters should satisfy the condition:\[ \text{step} > 0 \quad \text{and} \quad \text{start} \leq \text{end}, \quad \text{or} \quad \text{step} < 0 \quad \text{and} \quad \text{start} \geq \text{end}. \]

The given parameters should be checked to ensure they meet the condition:

- either \(\text{step} > 0\) and \(\text{start} \leq \text{end}\),
- or \(\text{step} < 0\) and \(\text{start} \geq \text{end}\).

No validation on passed parameters is performed. The given parameters should satisfy the condition:

- either \(\text{step} > 0\) and \(\text{start} \leq \text{end}\),
- or \(\text{step} < 0\) and \(\text{start} \geq \text{end}\).

* @param \text{start} first element of the progression
* @param \text{end} ending bound for the progression
* @param \text{step} increment, or difference of successive elements in the progression
* @return the final element of the progression
* @suppress

*\@PublishedApi\*\@SinceKotlin("1.3.\")\uninternal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {\n\t\text{step} > 0 -> if (\text{start} >= \text{end}) \text{end} else \text{end} - differenceModulo(\text{end}, \text{start}, step.toULong()) if (\text{step} < 0 -> if (\text{start} <= \text{end}) \text{end} else \text{end} + differenceModulo(\text{start}, \text{end}, (-\text{step}).toULong()) else throw kotlin.IllegalArgumentException("Step is zero.")
\}

*\@SinceKotlin("1.3.\")\un@ExperimentalUnsignedTypes\nfun UByte.toString(radix: Int): String = this.toInt().toString(radix)

*\@SinceKotlin("1.3.\")\un@ExperimentalUnsignedTypes\nfun UShort.toString(radix: Int): String = this.toInt().toString(radix)

*\@SinceKotlin("1.3.\")\un@ExperimentalUnsignedTypes\nfun UInt.toString(radix: Int): String = this.toLong().toString(radix)

*\@SinceKotlin("1.3.\")\un@ExperimentalUnsignedTypes\nfun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))
result
* @throws NumberFormatException if the string is not a valid representation of a number.
* @throws IllegalArgumentWhenException when [radix] is not a valid radix for string to number conversion.
* @Throws NumberFormatException if the string is not a valid representation of a number.
* @Throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
* @Throws NumberFormatException if the string is not a valid representation of a number.
* @Throws IllegalArgumentWhenException when [radix] is not a valid radix for string to number conversion.
 atan(y, x)
        return atan2(y, x)
    } else { /* not in range */
        return null
    }
}

result *= uradix

val beforeAdding =
result
result += digit.toUInt()
if (result < beforeAdding) return null // overflow has happened

return result
}

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 */

@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * Marks the API that is dependent on the experimental unsigned types, including those types themselves.
 * Usages of such API will be reported as warnings unless an explicit opt-in with
 * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`, * or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.
 * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@MustBeDocumented
public annotation class ExperimentalUnsignedTypes

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793
/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

// region ================

/** Computes the sine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/** Computes the cosine of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/** Computes the tangent of the angle [x] given in radians. */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians. */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/** Computes the hyperbolic sine of the value [x]. */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

*/


the hyperbolic cosine of the value \([x]\).

\*\* Special cases: \*\* * - `cosh(NaN)` is `NaN` * - `cosh(+Inf|-Inf)` is `+Inf` * @SinceKotlin("1.2") public expect fun cosh(x: Double): Double\n
* Special cases: \*\* * - `cosh(NaN)` is `NaN` * - `cosh(+Inf)` is `+Inf` * - `cosh(-Inf)` is `-1.0` * \@SinceKotlin("1.2") public expect fun tanh(x: Double): Double\n
* Special cases: \*\* * - `coth(NaN)` is `NaN` * - `coth(+Inf)` is `+Inf` * - `coth(-Inf)` is `-Inf` \*\* \*\* \* Computes the inverse hyperbolic sine of the value \([x]\) The returned value is `y` such that `sinh(y) == x`.

\*\* @SinceKotlin("1.2") \* Computes the hyperbolic cosine of the value \([x]\).

\* The returned value is positive `y` such that `cosh(y) == x`.

\* Special cases: \*\* * - `cosh(NaN)` is `NaN` * - `cosh(+Inf)` is `+Inf` * - `cosh(-Inf)` is `-Inf` * \@SinceKotlin("1.2") public expect fun sinh(x: Double): Double\n
* Special cases: \*\* * - `sinh(NaN)` is `NaN` * - `sinh(+Inf)` is `+Inf` * - `sinh(-Inf)` is `-Inf`

* \*\* \*\* \* Computes the inverse hyperbolic cosine of the value \([x]\).

* The returned value is \* positive `y` such that \* `cosh(y) == x`.

* \*\* \*\* \* Computes the inverse hyperbolic tangent of the value \([x]\) \* special cases: \*\* * - `tanh(NaN)` is `NaN` * - `tanh(+Inf)` is `+Inf` * - `tanh(-Inf)` is `-Inf` \*\* \*\* \* Computes the inverse hyperbolic tangent of the value \([x]\).

* The returned value is `y` such that `tanh(y) == x`.

* \*\* \*\* \* Computes the inverse hyperbolic sine of the value \([x]\).

* The returned value is `y` such that `sinh(y) == x`.

* \*\* \*\* \* Computes the inverse hyperbolic cosine of the value \([x]\).

* The returned value is positive `y` such that `cosh(y) == x`.

* \*\* \*\* \* Computes the inverse hyperbolic tangent of the value \([x]\) special cases: \*\* * - `tanh(NaN)` is `NaN` * - `tanh(+Inf)` is `+Inf` * - `tanh(-Inf)` is `-Inf` \*\* \*\* \* Computes the inverse hyperbolic cosine of the value \([x]\).

* The returned value is positive `y` such that `cosh(y) == x`.
*\n* Special cases:\n* - `\( \text{round}(x) \)` is `'x'` where `'x'` is `'NaN'` or `'+Inf'` or `'Inf'` or already a mathematical integer.\n* @SinceKotlin("1.2")\n*public expect fun round(x: Double): Double\n
/**
 * Returns the absolute value of the given value \(x\).\n* @SinceKotlin("1.2")\n*public expect fun abs(x: Double): Double\n
/**
 * Returns the sign of the given value \(x\):\n* -1.0 if the value is negative,\n*  0 if the value is zero,\n*  1.0 if the value is positive\n* Special case:\n*  - `\( \text{sign}(NaN) \)` is `'NaN'`\n* @SinceKotlin("1.2")\n*public expect fun sign(x: Double): Double\n
/**
 * Returns the greater of two values.\n* If either value is `'NaN'`, then the result is `'NaN'`.\n* @SinceKotlin("1.2")\n*public expect fun max(a: Double, b: Double): Double\n
/**
 * Raises this value to the power \(x\).\n* Special cases:\n*  - `\( b^{0.0} \)` is 1.0\n*  - `\( b^{1.0} \)` == \(b\)\n*  - `\( b^{NaN} \)` is `'NaN'`\n*  - `\( \text{pow}(x) \)` is `'NaN'` for 'x' != 0.0\n*  - `\( \text{pow}(\text{Inf}) \)` is `'NaN'` for 'abs(b)' == 1.0\n*  - `\( \text{pow}(\text{NaN}) \)` is `'NaN'` for 'b' < 0 and 'x' is finite\n* See the other overload of [pow] for details.\n* @SinceKotlin("1.2")\n*public expect fun Double.pow(n: Int): Double\n
/**
 * Returns the value nearest to this value in direction of positive infinity.\n* @SinceKotlin("1.2")\n*public expect fun Double.nextUp(): Double\n
/**
 * Rounds this value to the nearest integer and converts the result to Int.\n* @SinceKotlin("1.2")\n*public expect fun Double.roundToInt(): Int\n
/**
 * Computes the sine of the angle \(x\) given in radians.\n* @SinceKotlin("1.2")\n*public expect fun sin(x: Float): Float\n
/**
 * Computes the cosine of the angle \(x\) given in radians.\n* @SinceKotlin("1.2")\n*public expect fun cos(x: Float): Float\n
/**
 * Computes the tangent of the angle \(x\) given in radians.\n* @SinceKotlin("1.2")\n*public expect fun tan(x: Float): Float\n
=== Float Math ===

\n\n** Computes the sine of the angle [x] given in radians.\n** Computes the cosine of the angle [x] given in radians.\n** Computes the tangent of the angle [x] given in radians.\n** Computes the arc sine of the value
special cases.

*\@SinceKotlin("1.2")*
public expect fun log10(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun log2(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun log1p(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun ln1p(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun ceil(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun floor(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun truncate(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun round(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun abs(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun sign(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun min(a: Float, b: Float): Float

*\@SinceKotlin("1.2")*
public expect fun max(a: Float, b: Float): Float

// extensions

*\@SinceKotlin("1.2")*
public expect fun Float.pow(x: Float): Float

*\@SinceKotlin("1.2")*
public expect fun Float.pow(n: Int): Float

*\@SinceKotlin("1.2")*
public expect val Float.absoluteValue: Float

*\@SinceKotlin("1.2")*
public expect val Float.sign: Float

*\@SinceKotlin("1.2")*
public expect fun Float.withSign(sign: Float): Float

*\@SinceKotlin("1.2")*
public expect fun Float.withSign(sign: Int): Float

*\@SinceKotlin("1.2")*
public expect fun Float.roundToInt(): Int

*\@SinceKotlin("1.2")*
public expect fun Float.roundToLong(): Long

// endregion

// region
the absolute value of the given value \([n]\).\n * @see absoluteValue extension property for [Int]\n * @SinceKotlin("1.2")\n
/**
 * Returns the absolute value of the given value \([n]\).
 * Special cases:
 *   - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
 * @see absoluteValue extension property for [Int]
 */
@SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this value.
 * Special cases:
 *   - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect val Int.absoluteValue: Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

//endregion

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AAa,MAAK,mCAAL,C;MAC/C,kBAA4B,qBAAL,WAAK,C;MAC5B,iBAA+B,I;K;iEAE/B,Y;MAAkC,OAAA,eAAS,U;K;8DAE3C,Y;MAIuB,gB;MAHnB,UAAU,eAAS,O;MACnB,iBAAU,G;MAES,+E;MAAnB,OAAO,iD;K;gEAGX,Y;MAEkC,UAA9B,M;MAAA,oC;MAA8B,YAAa,c;MrEchD,uB;MAeP,IAfoB,KAehB,QAAJ,C;QACI,cAhByB,0B;QAiBzB,MAAM,6BAAsB,OAAQ,WAA9B,C;;QAEN,sBAnBgB,K;;MqEde,oBAAO,sFAAP,C;K;;2CAjBnC,Y;MACI,yD;K;IAqBkD,0F;MAAA,8B;MAAA,oD;K;kHAC9B,Y;MAAQ,uB;K;oHACN,Y;MAAQ,6CAAuB,gBAAvB,C;K;2EAE9B,oB;MAAwC,OAAA,2BAAuB,aAAI,gBAAJ,EAAS,QAAT,C;K;qEAE/D,Y;MAA+B,OAAQ,A,mCAAY,uBAAc,IAAd,C;K;qEAC3C,Y;MAAkC,OAAA,mCAAY,uBAAc,IAAd,C;K;mEAC9C,iB;MAA4C,OA

AA,mCAAY,qBAAY,IAAZ,EAAkB,KAAlB,C;K;;gDAR5D,e;MAAsD,iE;K;;;MCGtD,sBAOsC,I;MA6CtC,yB;MAOA,4BAAkC,K;;IArIE,sD;MAZpC,oB;MAYyD,0CAAqC,GAArC,EAA0C,KAA1C,C;MACrD,oBAAuC,I;MACvC,oBAAuC,I;K;wDAEvC,oB;MACI,WAAmB,iB;MACnB,OAAa,mEAAS,QAAT,C;K;;IAIrB,wC;MAAA,oB;MAA+B,6B;K;IAE3B,sD;MAAA,oB;MACI,cACsC,I;MAEtC,cACsC,I;MAGlC,cAAO,iC;K;6DAIX,Y;MACI,OAAO,gBAAS,I;K;0DAGpB,Y;MAEI,IAAI,CAAC,cAAL,C;QAAgB,MAAM,6B;MAEtB,cAAc,0B;MACd,cAAO,O;MAc,gBAAb,OAAQ,a;;MAAf,cnEyDS,SmEzDoB,KAAO,iCnEyDzC,GAAqB,SAArB,GAA+B,I;MmExD1B,OAAO,O,O;K;4DAGX,Y;MtEyBR,IAAI,EsExBc,eAAQ,ItEwBtB,CAAJ,C;QACI,cAdW,e;QAeX,MAAM,6BAAsB,OAAQ,WAA9B,C;OsEzBE,WAAc,iB;MAGP,oCAAP,0BAAO,C;MACP,gCAAI,cAAO,0BAAO,IAAd,C;MAEJ,cAAO,I;K;;iDAIf,mB;MAAyD,MAAM,qCAA8B,iCAA9B,C;K;6CAC/D,Y;MACI,WAAmB,Q;K;sDAGvB,mB;MAAuE, yCAAc,OAAd,C;K;gDAEvE,Y;MAAwE,qD;K;oDAExE,mB;MACI,qB;MACA,IAAI,oBAAS,OAAT,CAAJ,C;QA CI,WAAmB,cAAO,OAAQ,IAAf,C;QACnB,OAAO,I;OAEX,OAAO,K;K;8FAGY,Y;MAAQ,OAAA,WAAmB,K;K;sDAElD,Y;MAAsC,WAAmB,iB;K;;iDAa7D,qB;MtEpBA,IAAI,EsEyBM,0BAAQ,IAAR,IAAgB,0BAAQ,ItEzB9B,CAAJ,C;QACI,cAdW,e;QAeX,MAAM,6BAAsB,OAAQ,WAA9B,C;OsEyBN,YAAY,mB;MACZ,IAAI,SAAS,IAAb,C;QACI,sBAAO,S;QACP,yBAAO,S;QACP,yBAAO,S;;QAGK,YAAa,KAAM,a;QtEjBhC,uB;QAeP,IAfoB,KAehB,QAAJ,C;UACI,gBAhByB,0B;UAiBzB,MAAM,6BAAsB,SAAQ,WAA9B,C;;UAEN,sBAnBgB,K;;QsEiBZ,+B;QAEA,yBAAO,K;QACP,yBAAO,K;QAEP,qBAAa,S;QACb,qBAAa,S;;K;+CAIrB,qB;MAII,IAAI,SAAK,aAAc,L,KAAc,SAAlB,C;QAEI,sBAAO,I;;QAEP,IAAI,wBAAS,SAAb,C;UAEI,sBAAO,sB;SAEX,qDAAc,sB;QACd,qDAAc,sB;;MAElB,yBAAO,I;MACP,yBAAO,I;K;oCA+CX,Y;MAEI,qB;MACA,4BAAa,I;MACb,OAAO,I;K;oCAGX,Y;MACI,qB;MACA,kBAAI,Q;MACJ,sBAAO,I;K;gDASX,e;MAAmD,OAAA,kBAAI,mBAAY,GAAZ,C;K;kDAEvD,iB;MACiC,Q;MAAA,0B;MAAA,iB;QAAQ,OAAO,K;OAA5C,WAA6B,I;;QAEzB,IAAI,OAAA,IAAK,MA

EAL,EAAc,KAAd,CAAJ,C;UACI,OAAO,I;SAEX,OAAO,cAAA,IAAK,aAAL,C;;MACF,iBAAS,mBAAT,C;MACT,OAAO,K;K;6CAIX,Y;MAA2E,uC;K;wCAE3E,e;MAAmD,Q;MAAJ,QAAI,OAAJ,kBAAI,WAAI,GAAJ,CAAJ,6B;K;0CAE/C,sB;MACI,qB;MAEA,YAAY,kBAAI,cAAO,GAAP,C;MAChB,IAAI,SAAS,IAAb,C;QACU,sBAAN,KAAM,C;QACN,OAAO,KAAM,M;OAEjB,OAAO,I;K;qFAGmB,Y;MAAQ,OAAA,WAAmB,K;K;6CAE1C,Y;MACI,IAAI,yBAAJ,C;QAAgB,MAAM,oC;K;;IApG1B,mC;MAAA,uD;MAGuB,qB;MA9J3B,yB;MA+JQ,sBAAM,gB;MAJV,Y;K;IAOA,iD;MAAA,uD;MAAoD,qB;MAlKxD,yB;MAoKc,Q;MAAN,sBAAM,+D;MAFV,Y;K;IAKA,kE;MASyC,0B;QAAA,aAAoB,G;MAT7D,uD;MASqE,eAAM,eAAN,EAAuB,UAAvB,Q;MAhLzE,yB;MAiLQ,sBAAM,gB;MAVV,Y;K;IAaA,sD;MAAA,uD;MAA2C,qBAAK,eAAL,EAAsB,GAAtB,Q;MAA3C,Y;K;IAEA,+C;MAAA,uD;MAG2C,qB;MAzL/C,yB;MA0LQ,sBAAM,gB;MACN,KAAK,K,gBAAO,QAAP,C;MALT,Y;K;IA6EJ,kC;MAKwD,gBAA7C,qBAAyB,eAAzB,C;MAAqD,wB;MAA5D,OnEjM,O,S;K;;;;oCoEtCP,Y;MAEK,Q;MAA8B,CAA9B,2EAA8B,S;MAC/B,OAAO,I;K;6CAGX,Y;MAA+C,gBAAI,iB;K;IAjCnD,wC;MAAA,uD;MAAmD,eAAM,GAAN,Q;MAPvD,yB;MAOI,Y;K;IAEA,qC;MAAA,uD;MAGuB,eAAm,oBAAN,Q;MAZ3B,yB;MASI,Y;K;IAKA,+C;MAAA,uD;MAG8C,eAAM,oBAAN,Q;MAjBlD,yB;MAkBQ,qBAAO,QAAP,C;MAJJ,Y;K;IAOA,kE;MASyC,0B;QAAA,aAAoB,G;MAT7D,uD;MASqE,eAAM,qBAAsB,eAAtB,EAAuC,UAAvC,CAAN,Q;MA9BzE,yB;MAqBI,Y;K;IAWA,sD;MAAA,uD;MAA2C,qBAAK,eAAL,EAAsB,GAAtB,Q;MAA3C,Y;K;IAgBJ,qC;MAKmD,gBAAxC,mBAAc,qBAAd,C;MAAgD,6B;MAAvD,OpEmBO,S;K;;;;kFqEzEX,uB;MAKI,OAAO,O;K;ICRX,sB;K;mCACI,Y;MACI,mBAAM,IAAN,C;K;2CAGJ,mB;MACI,mBAAM,OAAN,C;MACA,c;K;iCAKJ,Y;K;;IAKuB,oC;MAA8B,qB;MAA7B,gC;K;2CACxB,mB;MAEI,oBA+DyC,OA/Dd,OA+Dc,C;MA9DzC,iBAAa,OAAM,aAAN,C;K;;IAIrB,8B;MAEoC,qB;K;iDAChC,mB;MACI,OAAQ,KAAI,OAAJ,C;
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Mesa 3-D graphics library
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1.1299 @babel/plugin-transform-async-to-generator 7.16.0

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Manifest-Version: 1.0
Bnd-LastModified: 1472011116283
Build-Jdk: 1.7.0_79
Built-By: tatu
Bundle-Description: Woodstox is a high-performance XML processor that implements Stax (JSR-173), SAX2 and Stax2 APIs
Bundle-DocURL: https://github.com/FasterXML/woodstox
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Woodstox
Bundle-SymbolicName: com.fasterxml.woodstox.woodstox-core
Bundle-Vendor: FasterXML
Bundle-Version: 5.0.3
Created-By: Apache Maven Bundle Plugin
Export-Package: com.ctc.wstx.api;version="5.0.3",com.ctc.wstx.cfg;version="5.0.3",com.ctc.wstx.compat;version="5.0.3",com.ctc.wstx.dom;version="5.0.3",com.ctc.wstx.dtd;version="5.0.3",com.ctc.wstx.ent;version="5.0.3",com.ctc.wstx.ev;version="5.0.3",com.ctc.wstx.exc;version="5.0.3",com.ctc.wstx.io;version="5.0.3",com.ctc.wstx.msv;version="5.0.3",com.ctc.wstx.osgi;version="5.0.3",com.ctc.wstx.sax;version="5.0.3",com.ctc.wstx.sr;version="5.0.3",com.ctc.wstx.stax;version="5.0.3",com.ctc.wstx.sw;version="5.0.3",com.ctc.wstx.util;version="5.0.3"
Implementation-Build-Date: 2016-08-24 03:58:19+0000
Implementation-Title: Woodstox
Implementation-Vendor: FasterXML
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1.1309 to-regex-range 2.1.1 2.1.1

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1.1311 bluebird 3.7.2 3.7.2

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

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

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

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

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

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

* java.sun.security.ssl

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

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

Apache

The following artifacts are ASL2 licensed.

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

MortBay

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

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

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.1313 global-prefix 1.0.2 1.0.2
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1.1314 generate-object-property 1.2.0 1.2.0
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1.1315 yup 0.29.3 0.29.3
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1.1316 whatwg-fetch 3.4.1 3.4.1

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1.1317 readable-stream 2.2.7 2.2.7

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1.1318 jackson-module-afterburner 2.12.1
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1.1319 @babel/plugin-proposal-export-namespace-from 7.16.0

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1.1320 infinity-agent 1.0.2

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1.1324 moment 2.24.0 2.24.0

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* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
jar/src/org/jets3t/gui/UserInputFields.java

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trib/org/apache/commons/httpclient/contrib/proxy/PluginProxyUtil.java $
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  jar/src/org/jets3t/servlets/gatekeeper/TransactionIdProvider.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
  jar/src/org/jets3t/servlets/gatekeeper/impl/DefaultTransactionIdProvider.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
  jar/src/org/jets3t/gui/ObjectsAttributesDialog.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
  jar/src/org/jets3t/gui/CopyObjectsDialog.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
  jar/src/org/jets3t/apps/cockpit/gui/ObjectTableModel.java
* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-
  jar/src/org/jets3t/apps/cockpit/gui/ObjectTableModel.java
jar/src/org/jets3t/service/io/RepeatableFileInputStream.java
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* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-jar/src/org/jets3t/services/gatekeeper/impl/ExternalUuidProvider.java
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* /opt/cola/permits/1139709450_1614684284.5/0/jets3t-0-6-1-sources-2-jar/src/org/jets3t/services/multithread/ListObjectsEvent.java

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1.1378 jquery 3.6.0 3.6.0
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1.1411 memory-pager 1.5.0 1.5.0

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1.1412 babel Helpers 6.24.1 6.24.1

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1.1414 lodash.isundefined 3.0.1 3.0.1

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1.1415 validatejs 0.12.0 0.12.0

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1.1416 readable-stream 2.3.7 2.3.7

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* /opt/cola/permits/1152086972_1618069762.04/0/jaeger-core-1-5-0-sources-jar/io/jaegertracing/internal/baggage/http/BaggageRestrictionResponse.java
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* /opt/cola/permits/1152086972_1618069762.04/0/jaeger-core-1-5-0-sources-jar/io/jaegertracing/internal/PropagationRegistry.java
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1.1440 joda-time 2.9.9

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/* /opt/ws_local/PERMITS_SQL/1069088736_1594483108.64/0/reactor-core-3-0-7-release-sources.jar/reactor/core/publisher/MonoPublishOn.java */
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1.1449 pcapngdecoder 1.2
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  jar/fr/bmartel/pcapdecoder/structure/options/impl/OptionsEnhancedHeader.java
* /opt/cola/permits/1202446644_1631567950.01/0/pcapngdecoder-1-2-sources-
  jar/fr/bmartel/pcapdecoder/structure/types/impl/NameResolutionHeader.java
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  jar/fr/bmartel/pcapdecoder/structure/options/OptionParser.java
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  jar/fr/bmartel/pcapdecoder/structure/options/IOptionsEnhancedPacketHeader.java
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  jar/fr/bmartel/pcapdecoder/structure/options/IOptionsDescriptionHeader.java
* /opt/cola/permits/1202446644_1631567950.01/0/pcapngdecoder-1-2-sources-

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* /opt/cola/permits/1202446644_1631567950.01/jar/fr/bmartel/pcapdecoder/constant/PacketReceptionType.java
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1.1450 immutability-helper 2.9.1 2.9.1

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1.1451 winston-transport 3.0.1 3.0.1

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1.1454 lodash-omit 4.5.0 4.5.0

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1.1456 @babel/helper-replace-supers 7.16.0

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1.1457 serve-static 1.10.3 1.10.3

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1.1458 babel-helpers 6.24.1

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*
* Abstract: The main routine
*--*/

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Header File
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re2j 1.1
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1.1479 babel-plugin-transform-es2015-typeof-symbol 6.23.0

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1.1480 jetty-xml 9.3.27.v20190418

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1.1492 aws4 1.8.0 1.8.0
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1.1494 glob 6.0.4 6.0.4

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1.1495 jsreport-reports 2.5.1

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1.1496 checker-qual 2.10.0

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1.1497  icu 55.1 7ubuntu0.4

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

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

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

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

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

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic
## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

## Versioned libraries rules
%.$(SO),$(SO_TARGET_VERSION_MAJOR): %.$(SO),$(SO_TARGET_VERSION)
\$(RM) $@ && ln -s \$< $@
%.$(SO): %.$(SO),$(SO_TARGET_VERSION_MAJOR)
\$(RM) $@ && ln -s \$< $@.$(SO),$(SO_TARGET_VERSION) $@

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

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

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
## End BSD-specific setup

### 1.1498 lodash.flattendeep 4.4.0

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

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* java.sun.security.ssl

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org.apache.tomcat:tomcat-jsp-api
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1145468562_1616183623.24/0/opentest4j-1-2-0-sources-1-
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1.1534 mime-pull 1.9.3

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1.1544 react-lifecycles-compat 3.0.4 3.0.4

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

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

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

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Apache

The following artifacts are ASL2 licensed.

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

-----

MortBay

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

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

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

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

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

org.eclipse.jetty.toolchain:jetty-schemas

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1.1569 fresh 0.5.2 0.5.2
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1.1570 antlr 3.5.2
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1.1571 @babel/plugin-transform-new-target 7.16.0
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1.1572 vector 1.19.0

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1.1573 jackson-databind 2.12.3

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  jar/inet/ipaddr/format/string/package-info.java
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  jar/inet/ipaddr/format/standard/IPAddressJoinedSegments.java
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  jar/inet/ipaddr/format/standard/IPAddressJoinedSegments.java
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  jar/inet/ipaddr/IPAddressString.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/AddressPositionException.java
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  jar/inet/ipaddr/format/IPAddressRange.java
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  jar/inet/ipaddr/format/string/AddressStringDivision.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/PrefixLenException.java
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jar/inet/ipaddr/format/standard/AddressDivision.java
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jar/inet/ipaddr/IPAddressNetwork.java
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jar/inet/mac/MACAddressTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/mac/MACAddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipv6/IPv6AddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/AddressTrieSet.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/AddressTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
jar/inet/ipaddr/format/util/AddressTrieOps.java
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jar/inet/ipaddr/format/util/ BinaryTreeNode.java
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  jar/inet/ipaddr/format/util/AddressTrieMap.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/ipv4/IPv4AddressAssociativeTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/ipv6/IPv6AddressTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/format/util/AssociativeAddressTrie.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/format/util/AbstractTree.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/ipv6/IPv6AddressSeqRange.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/format/AddressGenericDivision.java
* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-
  jar/inet/ipaddr/IPAddressSeqRange.java
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  jar/inet/ipaddr/format/validate/ParsedAddressGrouping.java
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* /opt/ws_local/PERMITS_SQL/1077201543_1596778639.63/0/ipaddress-5-3-1-sources-jar/inet/ipaddr/format/validate/ParsedIPAddress.java

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

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Verify.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/FilteredMultimapValues.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/AbstractTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/io/CharSequenceReader.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ClosingFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/Traverser.java

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingListenableFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/Callables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingFluentFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/SparseImmutableTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Platform.java
jar/com/google/common/cache/LocalCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/io/ByteProcessor.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/RegularImmutableTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/io/LineProcessor.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/escape/ArrayBasedEscaperMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/xml/XmlEscapers.java

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jar/com/google/common/hash/Striped64.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/hash/LongAdder.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/cache/Striped64.java
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/**
* Holder for web specializations of methods of [ @code Floats ]. Intended to be empty for regular version.
*/

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

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 */
/**
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 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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/*
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Count.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RangeSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SortedIterables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SortedIterable.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingCondition.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractHashFunction.java
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 */
/**
 * Outer class that exists solely to let us write `@code Partially.GwtIncompatible` instead of plain
 * `@code GwtIncompatible`. This is more accurate for `@link Futures#catching`, which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use `@code PartiallyGwtIncompatible` because then the GWT compiler wouldn't recognize
 * it as a `@code GwtIncompatible` annotation. And for `@code Futures.catching`, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/Hashing.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/UnsignedLong.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/Murmur3_32HashFunction.java

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

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

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

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

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

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

**/opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/primitives/ParseRequest.java**
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/math/LongMath.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/LoadingCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/AbstractHasher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/hash/Crc32cHashFunction.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/FutureCallback.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Enums.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/net/HostAndPort.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/ForwardingCache.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SingletonImmutableTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/SingletonImmutableList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ComparisonChain.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableAsList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RegularImmutableList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/EmptyImmutableSetMultimap.java
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 */
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODONE(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/JdkBackedImmutableMultiset.java

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 * the License.
 */
/**
 * Holder for web specializations of methods of `Ints`. Intended to be empty for regular
 * version.
 */

Found in path(s):
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/primitives/IntsMethodsForWeb.java
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  jar/com/google/common/collection/RangeMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/UnmodifiableSortedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/ImmutableEnumMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/SortedMultisetBridge.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/EvictingQueue.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/collection/AllEqualOrdering.java
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 * the License.
 */

/*
 * This method was rewritten in Java from an intermediate step of the Murmur hash function in
 * http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
 * following header:
 *
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 */

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Multimaps.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Multisets.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ReverseNaturalOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ClassToInstanceMap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractSortedSetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/NullsFirstOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/AbstractMapBasedMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Synchronized.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/AbstractListMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/LexicographicalOrdering.java
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jar/com/google/common/collection/ForwardingList.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/ComparatorOrdering.java
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jar/com/google/common/collection/Interner.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/LinkedHashMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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jar/com/google/common/collection/TreeMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/Iterators.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/Maps.java
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jar/com/google/common/collection/EnumBiMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collection/NaturalOrdering.java
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jar/com/google/common/collection/AbstractMapEntry.java
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jar/com/google/common/collect/Lists.java
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jar/com/google/common/collect/UsingToStringOrdering.java
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jar/com/google/common/collect/package-info.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/SetMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/TreeMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/ExplicitOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/Multimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/EnumHashBiMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
jar/com/google/common/collect/AbstractIterator.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/Ordering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/ForwardingSortedMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/MapDifference.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/CompoundOrdering.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/AbstractMapBasedMultiset.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collect/ForwardingMapEntry.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/UncaughtExceptionHandler.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Ascii.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/base/Equivalence.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/Monitor.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/cache/LongAddables.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/reflect/MutableTypeToInstanceMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/reflect/Invokable.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/ServiceManager.java
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jar/com/google/common/io/InsecureRecursiveDeleteException.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/ImmutableNetwork.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/StandardTable.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Platform.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/RegularImmutableBiMap.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/Serialization.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/IndexedImmutableSet.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/collection/BaseImmutableMultimap.java
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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java
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*/
/**
* Holder for web specializations of methods of {code Shorts}. Intended to be empty for regular
* version.
*/

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

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-
  jar/com/google/common/primitives/Longs.java
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  jar/com/google/common/base/Converter.java
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 */
/**
* Not supported. <b>You are attempting to create a map that may contain a non-Comparable key.</b> Proper calls will resolve to the version in ImmutableSortedMap, not this dummy version.

* @throws UnsupportedOperationException always
* @deprecated Pass a key of type Comparable to use ImmutableSortedMap.of(Comparable, Object).

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

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* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/StandardMutableNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/AbstractNetwork.java
* /opt/cola/permits/1102081303_1603450661.12/0/guava-30-0-jre-sources-jar/com/google/common/graph/MapRetrievalCache.java
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analysis/common/src/java/net/sf/snowball  
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The full snowball package is available from  
http://snowball.tartarus.org/

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stopword list that is BSD-licensed created by Jacques Savoy.  These files reside in:  
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analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,  
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,  
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,  
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt  

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers  
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and  
Ljiljana Dolamic.  These files reside in:  
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java  
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analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java  
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java
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THE BASIC LIBRARY FUNCTIONS
-------------------------------

Written by: Philip Hazel
Email local part: ph10
Email domain: cam.ac.uk
THE C++ WRAPPER FUNCTIONS
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A. HISTORY OF THE SOFTWARE

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

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

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

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

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/json/internal/HeaderMarshallers.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/Protocol.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/transform/ListUnmarshaller.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/regions/AwsRegionProviderChain.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/retry/v2/AndRetryCondition.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/profile/path/AwsProfileFileLocationProviderChain.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/retry/RetryPolicyAdapter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/retry/V2CompatibleBackoffStrategy.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/profile/path/ConfigEnvVarOverrideLocationProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/client/ClientExecutionParams.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/json/JsonErrorResponseMetadata.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/profile/path/config/ConfigEnvVarOverrideLocationProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/retry/V2CompatibleBackoffStrategyAdapter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/retry/V2CompatibleBackoffStrategy.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/json/JsonErrorShapeMetadata.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/http/ExecutionContext.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/protocol/MarshallingInfo.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
jar/com/amazonaws/auth/AWSRefreshableSessionCredentials.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/presign/PresignerParams.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/AwsProfileRegionProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/protocol/json/internal/MarshallerRegistry.java

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

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/RequestProgressInputStream.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/package-info.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/ProgressEventFilter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/internal/securitytoken/STSPProfileCredentialsServiceLoader.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/internal/securitytoken/RoleInfo.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/profile/internal/AbstractProfilesConfigFileScanner.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/internal/SdkSocket.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/internal/DelegateSSLSocket.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/ProgressTracker.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/auth/internal/SignerKey.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/event/DeliveryMode.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/MetadataCache.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/internal/auth/DefaultSignerProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/adapters/types/TypeAdapter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/internal/auth/SignerProviderContext.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/adapters/types/StringToInputStreamAdapter.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/internal/auth/NoOpSignerProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/util/NullResponseMetadataCache.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-
  jar/com/amazonaws/internal/auth/SignerProvider.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1.jar/com/amazonaws/util/BinaryUtils.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/PartitionMetadataProvider.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/CredentialScope.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/Region.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/RegionMetadataFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/apache/SdkProxyRoutePlanner.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/protocol/json/SdkIonGenerator.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/InMemoryRegionImpl.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/PartitionRegionImpl.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/regions/RegionImpl.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/PartitionsLoader.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/partitions/model/Partition.java

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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/ImmutableRequest.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/timers/package-info.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/handlers/IRequestHandler2.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/log/InternalLogFactory.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/IdempotentUtils.java
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* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/util/CapacityManager.java
* /opt/cola/permits/1135892258_1613626888.74/0/aws-java-sdk-core-1-11-375-sources-1-jar/com/amazonaws/http/apache/client/impl/ConnectionManagerAwareHttpClient.java

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* Interface for providing AWS credentials. Implementations are free to use any
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1.1605 uuid 3.2.1 3.2.1

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1.1606 shebang-command 2.0.0

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1.1607 libjpeg-turbo 1.4.2-0ubuntu3.3

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1.1612 babel-helper-optimise-call-expression

6.24.1

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1.1629 convert-source-map 1.7.0

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1.1632 minio 4.0.0

1.1633 @babel/plugin-syntax-private-property-in-object 7.14.5

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Eclipse

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

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

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

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Oracle

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

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

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Oracle OpenJDK

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

* java.sun.security.ssl

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

**OW2**

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

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

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**Apache**

The following artifacts are ASL2 licensed.

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

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**MortBay**

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

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

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

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**Mortbay**

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
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**1.1637 asn1 0.2.4 0.2.4**

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1.1638 babel-traverse 6.26.0

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1.1639 private 0.1.8 0.1.8

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1.1640 type-of-is 3.5.1 3.5.1
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1.1641 unicode-trie 0.3.1 0.3.1

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1.1643 grpc-stub 1.27.1

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1.1645 protobuf-java 3.11.0

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\q to Quit.
\? lists Special Commands.
?: lists Edit-Buffer/History commands.
*? lists PL commands.

SPECIAL Commands begin with '\' and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with ':' and execute when you hit ENTER.
COMMENTS begin with '/*' and end with the very next '*/'.
PROCEDURAL LANGUAGE commands begin with '*' and end when you hit ENTER.
All other lines comprise SQL Statements.
SQL Statements are terminated by either a blank line (which moves the
statement into the edit buffer without executing) or a line ending with ';' (which executes the statement).
SQL Commands may begin with '/PLVARNAME' for a PL variable command alias.
After turning on variable expansion with command "*" (or any other PL command), PL variables may be used in any command (other than : commands)
like so: *{PLVARNAME}.

Found in path(s):
* /opt/cola/permits/1138563551_1614290649.26/0/hsqldb-1-8-0-10-3-jar/org/hsqldb/util/sqltool/SqlFile.banner.text

1.1666 @babel/plugin-bugfix-v8-spread-parameters-in-optional-chaining 7.16.0
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1.1667 scylla-driver-core 3.10.2-scylla-1

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 */

/**
 * Special exception that gets emitted toLatencyTracker with the latencies of cancelled speculative executions. This allows those trackers to choose whether to ignore those latencies or not.
 */

Found in path(s):
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/CancelledSpeculativeExecutionException.java

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  jar/com/datastax/driver/core/VIntCoding.java
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  jar/com/datastax/driver/core/exceptions/UnsupportedProtocolVersionException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
  jar/com/datastax/driver/core/AbstractReconnectionHandler.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
  jar/com/datastax/driver/core/querybuilder/BindMarker.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-
  jar/com/datastax/driver/core/schemabuilder/AlterKeyspace.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/InboundTrafficMeter.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/DirectedGraph.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/exceptions/InvalidTypeException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/FunctionMetadata.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/exceptions/TruncateException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/MD5Digest.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ThreadingOptions.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/Duration.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/policies/ReconnectionPolicy.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/querybuilder/Clause.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/ColumnType.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/CreateIndex.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/CreateKeyspace.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/SchemaChangeListener.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ReplicationFactor.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/querybuilder/Using.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/DriverThrowables.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/exceptions/CodecNotFoundException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ClusterNameMismatchException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/CreateKeyspace.java

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* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/SimpleStatement.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ResultSet.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/PercentileTracker.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/MetricsUtil.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/UserType.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ArrayBackedRow.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/SystemProperties.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/NettyOptions.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/Authenticator.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/KeyspaceMetadata.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ExecutionInfo.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/Alter.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/querybuilder/Assignment.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/AbstractSession.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ClusterWidePercentileTracker.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/GuavaCompatibility.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ProtocolEvent.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/RequestHandler.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/querybuilder/Insert.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/exceptions/TraceRetrievalException.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/Row.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ExtendedRemoteEndpointAwareSslOptions.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/policies/NoSpeculativeExecutionPolicy.java
* /opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/Clock.java
/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/AbstractGettableByIndexData.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/exceptions/ConnectionException.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/SchemaStatement.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/schemabuilder/UDTType.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/NettyUtil.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/policies/ExponentialReconnectionPolicy.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ThreadLocalMonotonicTimestampGenerator.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/SniSSLOptions.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/CloudConfigFactory.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ProtocolFeature.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/PlainTextAuthProvider.java

/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/policies/RetryPolicy.java

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/opt/cola/permits/1202446501_1631567962.06/0/scylla-driver-core-3-10-2-scylla-1-sources-jar/com/datastax/driver/core/ColumnDefinitions.java
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*<p>This polynomial provides hamming distance of 8 for messages up to length 105 bits; we only
* support 8-64 bits at present, with an expected range of 40-48.
*/

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1.1668 schema-utils 0.4.7 0.4.7

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1.1681 passport-http-bearer 1.0.1 1.0.1

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1.1696 string-width 4.2.2

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1.1699 string-prototype-trimend 1.0.1

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1.1707 node-extend 2.0.2 2.0.2

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1.1708 async-replace-with-limit 1.1.0 1.1.0

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1.1733 websocket-client 9.3.27.v20190418

1.1734 request-local 1.0.5 1.0.5

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```

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```
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jar/net/openhft/hashing/Primitives.java
* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-
jar/net/openhft/hashing/HotSpotPrior7u6StringHash.java
* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-
jar/net/openhft/hashing/UnsafeAccess.java
* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-
jar/net/openhft/hashing/package-info.java
* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-
```
jar/net/openhft/hashing/ModernHotSpotStringHash.java
* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-jar/net/openhft/hashing/CharSequenceAccess.java
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* /opt/cola/permits/1258286306_1643052511.5/0/zero-allocation-hashing-0-9-sources-jar/net/openhft/hashing/LongHashFunction.java
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1.1741 worker-loader 1.1.1 1.1.1

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1.1748 ws 6.2.1 6.2.1

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1.1751 nopt 1.0.10 1.0.10

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1.1757 libxcb 1.11.1 1ubuntu1

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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/transform/IDPRejectedClaimExceptionUnmarshaller.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/GetFederationTokenRequest.java
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* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/RegionDisabledException.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithWebIdentityRequestMarshaller.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/GetSessionTokenResult.java
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* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/RegionDisabledException.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/transform/AssumeRoleWithWebIdentityRequestMarshaller.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/GetSessionTokenResult.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/RegionDisabledException.java
* /opt/cola/permits/1180370927_1626285908.9/0/aws-java-sdk-sts-1-11-375-sources-1-jar/com/amazonaws/services/securitytoken/model/GetSessionTokenResult.java
1.1761 yauaa-logparser 5.20

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1.1762 pixman 0.33.6 1

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1.1765 inherits 2.0.3 2.0.3

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 * */
/**
 * Handles or intercepts a {@link ChannelInboundInvoker} or {@link ChannelOutboundInvoker} operation, and
 * forwards it
 * to the next handler in a {@link ChannelPipeline}.
 *
 * <h3>Sub-types</h3>
 * <p>
 * {@link ChannelHandler} itself does not provide many methods. To handle a
 * a {@link ChannelInboundInvoker} or {@link ChannelOutboundInvoker} operation
 * you need to implement its sub-interfaces. There are many different sub-interfaces
 * which handles inbound and outbound operations.
 *
 * But the most useful for developers may be:
 * <ul>
 * <li>{@link ChannelInboundHandlerAdapter} handles and intercepts inbound operations</li>
 * <li>{@link ChannelOutboundHandlerAdapter} handles and intercepts outbound operations</li>
 * </ul>
You will also find more detailed explanation from the documentation of each sub-interface on how an event is interpreted when it goes upstream and downstream respectively.

<h3>The context object</h3>

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

<h3>State management</h3>

A `ChannelHandler` often needs to store some stateful information. The simplest and recommended approach is to use member variables:

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

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

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

    private boolean loggedIn;

    @Override
    public void channelRead0(ChannelHandlerContext ctx, Message message) {
        Channel ch = e.getChannel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
            loggedIn = true;
        } else if (message instanceof GetDataMessage) {
            if (loggedIn) {
                ch.write(fetchSecret((GetDataMessage) message));
            } else {
                fail();
            }
        }
    }
}
```

Because the handler instance has a state variable which is dedicated to one connection, you have to create a new handler instance for each new channel to avoid a race condition where an unauthenticated client can get the confidential information:
* // Create a new handler instance per channel.
* // See [ChannelInitializer#initChannel(Channe)l].
* public class DataServerInitializer extends ChannelInitializer&lt;Channel&gt; {
*     @Override
*     public void initChannel(Channel channel) {
*         channel.pipeline().addLast("handler", new DataServerHandler());
*     }
* }
*
* <h4>Using AttributeKey</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use AttributeKey's which is provided by
* ChannelHandlerContext:
* <pre>
* public interface Message {
*     // your methods here
* }
* }
* 
* @Sharable
* public class DataServerHandler extends SimpleChannelInboundHandler&lt;Message&gt; {
*     private final AttributeKey&lt;Boolean&gt; auth = AttributeKey.valueOf("auth");
* 
*     @Override
*     public void channelRead(ChannelHandlerContext ctx, Message message) {
*         Attribute&lt;Boolean&gt; attr = ctx.attr(auth);
*         Channel ch = ctx.channel();
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) o);
*             attr.set(true);
*         } else if (message instanceof GetDataMessage) {
*             if (Boolean.TRUE.equals(attr.get())) {
*                 ch.write(fetchSecret((GetDataMessage) o));
*             } else {
*                 fail();
*             }
*         } else {
*             fail();
*         }
*     }
* 
*     ...
* }
* </pre>
* Now that the state of the handler is attached to the ChannelHandlerContext, you can add the
* same handler instance to different pipelines:
* <pre>
public class DataServerInitializer extends @link ChannelInitializer\{\link Channel\}\{ 
* 
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler(); 
* 
*     @code @Override
*     public void initChannel(@link Channel\} channel\} \{ 
*         channel.pipeline().addLast("handler", <b>SHARED</b>); 
*     \} 
*     \} 
* </pre>

<h4>The @code @Sharable annotation</h4>

In the example above which used an @link AttributeKey\}, you might have noticed the @code @Sharable annotation.

If a @link ChannelHandler\} is annotated with the @code @Sharable annotation, it means you can create an instance of the handler just once and add it to one or more @link ChannelPipeline\}s multiple times without a race condition.

If this annotation is not specified, you have to create a new handler instance every time you add it to a pipeline because it has unshared state such as member variables.

This annotation is provided for documentation purpose, just like a href="http://www.javaconcurrencyinpractice.com/annotations/doc/">the JCIP annotations</a>,

Additional resources worth reading

Please refer to the @link ChannelHandler\}, and @link ChannelPipeline\} to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

*/

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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelFactory.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySet.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/AddressedEnvelope.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/group/ChannelMatchers.java

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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/CombinedChannelDuplexHandler.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelFutureListener.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/package-info.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/nio/NioSocketChannel.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/nio/package-info.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelPipelineException.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/local/LocalChannel.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/group/ChannelGroupFuture.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/DefaultDatagramChannelConfig.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/bootstrap/AbstractBootstrap.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannelConfig.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelException.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelPromiseAggregator.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/embedded/EmbeddedEventLoop.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/local/LocalEventLoopGroup.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/group/ChannelGroupFutureListener.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ChannelHandlerContext.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/EventLoop.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/nio/NioTask.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/RecvByteBufAllocator.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/socket/nio/NioDatagramChannel.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/ServerChannel.java
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* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1202446789_1631568416.78/0/netty-transport-4-0-48-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
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  * Small patch improving performance of in Python serialization.
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  * Emacs mode for Protocol Buffers (editors/protobuf-mode.el).
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  * Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.
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  * HPUX support.
Oliver Jowett <oliver.jowett@gmail.com>
  * Detect whether zlib is new enough in configure script.
  * Fixes for Solaris 10 32/64-bit confusion.
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  * Optimize Java serialization code when writing a small message to a stream.
* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
* Clean up some Java warnings.
* Fix bug with permanent callbacks that delete themselves when run.
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* Fixed detection of sched_yield on Solaris.
* Added atomicops for Solaris
  Andrew Paprocki <andrew@ishiboo.com>
* Fixed minor IBM xlC compiler build issues
* Added atomicops for AIX (POWER)

# This file contains a list of people who've made non-trivial contribution to the Google C++ Mocking Framework project. People who commit code to the project are encouraged to add their names here. Please keep the list sorted by first names.

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

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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
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1.1796 parsjson 0.0.3 0.0.3
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1.1798 buffer-more-ints 1.0.0 1.0.0

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org.apache.groovy.plugin.testng.TestNgRunner
```

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

**1.1803 path-is-inside 1.0.2**

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1.1804 babel-plugin-transform-es2015-spread
6.22.0

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Some files from the tests folder are from joyent/node and mscdex/io.js, a fork of nodejs/io.js:

- tests/iojs/test-http-parser-durability.js


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- tests/fixtures/*
  tests/parallel/*
  tests/testpy/*
  tests/common.js
  tests/test.py
  tests/utils.py

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```sh
# spdx-license-ids
```

[!npm version](https://img.shields.io/npm/v/spdx-license-ids) ![Github Actions](https://action-badges.now.sh/shinnn/spdx-license-ids)

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## Installation

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

```sh
npm install spdx-license-ids
```

## Node.js API

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

Type: `string[]`

---

Open Source Used In DNAC Platform Guardian 7717
All license IDs except for the currently deprecated ones.

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

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

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

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

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

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node-portfinder

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

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

SPDX license identifiers are valid license strings:

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

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

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript

```
```javascript
assert.deepEqual(valid('Apache 2.0'),
{
  validForOldPackages: false,
  validForNewPackages: false,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    ""UNLICENSED", or ' +
    ""SEE LICENSE IN <filename>"",
    'license is similar to the valid expression "Apache-2.0"
  ]
});
```
If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
valid('SEE LICENSE IN LICENSE.txt'),
{
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'LICENSE.txt'
}
);

assert.deepEqual(
valid('SEE LICENSE IN license.md'),
{
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'license.md'
}
);
```

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/RequestBuilder.java
* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/Converter.java
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* /opt/cola/permits/1199767211_1630583092.85/0/retrofit-2-8-1-sources-1-jar/retrofit2/internal/EverythingIsNonNull.java
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* /opt/cola/permits/1114600224_1607534234.11/0/jline-reader-3-12-1-sources-jar/org/jline/reader/LineReader.java
* /opt/cola/permits/1114600224_1607534234.11/0/jline-reader-3-12-1-sources-jar/org/jline/reader/MaskingCallback.java
* /opt/cola/permits/1114600224_1607534234.11/0/jline-reader-3-12-1-sources-jar/org/jline/reader/LineReaderBuilder.java
1.1825 ignite-indexing 2.11.0
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For H2 Database Engine (http://www.h2database.com) com.h2database:h2:jar:1.4.197

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 *
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 *
 * September 10, 2005
 * Placed interface in org.apache.batik.dom.xbl for the time being.
 * Added javadocs.
 */

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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
jar/org/apache/batik/dom/xbl/ShadowTreeEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
jar/org/apache/batik/dom/xbl/NodeXBL.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-
jar/org/apache/batik/dom/xbl/XBLShadowTreeElement.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMKeyboardEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/ExtendedNode.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMMouseEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractCharacterData.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractElement.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMMutationNameEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/StyleSheetProcessingInstruction.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericNotation.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/StyleSheetFactory.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/traversal/TraversalSupport.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractDOMImplementation.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractDocumentFragment.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractComment.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericEntityReference.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractProcessingInstruction.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/util/SAXIOException.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractAttrNS.java
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* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericAttrNS.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/events/DOMCustomEvent.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/AbstractElementNS.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericDOMImplementation.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericCDATASection.java
* /opt/cola/permits/1146878549_1616835234.92/0/batik-dom-1-13-sources-1-jar/org/apache/batik/dom/GenericDocumentType.java

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1.1828 babel-plugin-transform-member-expression-literals 7.16.0

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1.1829 babel-preset-env 1.7.0

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1.1831 @babel/plugin-syntax-export-namespace-from 7.8.3

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1.1834 core-js-compat 3.19.1

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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard  
Original author of libsensors, sensors-detect, sensors and isadump.

* Merlin Hughes  
Original author of sensord.

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Dynamic chip feature detection (a.k.a. generic chip support) in libsensors and sensors.

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1.1896 hive-service-rpc 3.1.2

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  *
  * Abstract: The main routine
  *
  --*/

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

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// Original can be found at:
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// https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Khronos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01
//
// Variations:
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 */
/**
 * Set the @code TCP_MD5SIG option on the socket. See @code linux/tcp.h for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/
/**
* Set the @code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
* for more details.
*/

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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-
jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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jar/io/netty/channel/epoll/Native.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-
jar/netty_epoll_native.c
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Set the `{@code TCP_MD5SIG}` option on the socket. See `{@code linux/tcp.h}` for more details.

Keys can only be set on, not read to prevent a potential leak, as they are confidential.

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/**
 *
* Set the `{@code TCP_MD5SIG}` option on the socket. See `{@code linux/tcp.h}` for more details.
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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollSocketChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
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* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-jar/io/netty/channel/epoll/Epoll.java

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  jar/netty_epoll_linuxsocket.c
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-
  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-
  jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/cola/permits/1144318139_1615901439.63/0/netty-transport-native-epoll-4-1-42-final-sources-3-
  jar/netty_epoll_linuxsocket.h

1.1923 define-properties 1.1.3 1.1.3

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1.1933 invert-kv 1.0.0 1.0.0
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Manifest-Version: 1.0
Bnd-LastModified: 1433634398680
Build-Jdk: 1.7.0_72
Built-By: tony
Bundle-Description: Sonatype helps open source projects to set up Maven
repositories on https://oss.sonatype.org/
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Bundle-ManifestVersion: 2
Bundle-Name: swagger-models
Bundle-SymbolicName: io.swagger.models
Bundle-Version: 1.5.0
Created-By: Apache Maven Bundle Plugin
implementation-version: 1.5.0
Import-Package: com.fasterxml.jackson.annotation;version="[2.4,3)",javax.xml.bind.annotation,org.slf4j;version="[1.6,2)"
mode: development
package: io.swagger
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.3.0.201405100607
url: https://github.com/swagger-api/swagger-core/modules/swagger-models

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* /opt/cola/permits/1001159702_1607016290.96/0/swagger-models-1-5-0-jar/META-INF/MANIFEST.MF

1.1935 fs.realpath 1.0.0
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1.1936 byte-buddy-agent 1.9.3

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  jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
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  jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/META-INF/maven/io.netty/netty-codec/pom.xml
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/CodecOutputList.java

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

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
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  jar/io/netty/handler/codec/AsciiHeadersEncoder.java
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/MessageAggregationException.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4Constants.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/SnappyFramedDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Crc32.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2Constants.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/DecoderResultProvider.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/LzfEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/FastLz.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/json/JsonObjectDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/compression/Bzip2Rand.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/compression/Lz4FrameEncoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java

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* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
jar/io/netty/handler/codec/Headers.java

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

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

BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)

```
+----------+----------+----------------+      +----------+----------+----------------+
| Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
|  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

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

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

BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)

```
+----------+----------+----------------+      +----------+----------+----------------+
|  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
| 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO, WORLD" |
+----------+----------+----------------+      +----------+----------+----------------+
```

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field. The prepended header affects the `<tt>lengthFieldOffset</tt>` and the extra
* header affects the `<tt>lengthAdjustment</tt>`. We also specified a non-zero
  * `<tt>initialBytesToStrip</tt>` to strip the length field and the prepended
  * header from the frame. If you don't want to strip the prepended header, you
  * could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.
  *
  * <pre>
  * lengthFieldOffset   = 1 (= the length of HDR1)
  * lengthFieldLength   = 2
  * <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
  * <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
  *
  * BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
  * +----------------------------------------+      +----------------+
  * | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
  * | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
  * +----------------------------------------+      +----------------+
  * </pre>
  *
  * ch3>2 bytes length field at offset 1 in the middle of 4 bytes header,
  * strip the first header field and the length field, the length field
  * represents the length of the whole message</h3>
  *
  * Let's give another twist to the previous example. The only difference from
  * the previous example is that the length field represents the length of the
  * whole message instead of the message body, just like the third example.
  * We have to count the length of HDR1 and Length into `<tt>lengthAdjustment</tt>`.
  * Please note that we don't need to take the length of HDR2 into account
  * because the length field already includes the whole header length.
  *
  * <pre>
  * lengthFieldOffset   = 1
  * lengthFieldLength   = 2
  * <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
  * <b>initialBytesToStrip</b> = <b>3</b>
  *
  * BEFORE DECODE (16 bytes)                 AFTER DECODE (13 bytes)
  * +----------------------------------------+      +----------------+
  * | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
  * | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
  * +----------------------------------------+      +----------------+
  * </pre>
  *
  * @see LengthFieldPrepender
  */

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  * /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
    jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java
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  jar/io/netty/handler/codec/DefaultHeadersImpl.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/ValueConverter.java
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  jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
* /opt/cola/permits/1144317898_1615901243.38/0/netty-codec-4-1-42-final-sources-3-
  jar/io/netty/handler/codec/compression/Crc32c.java
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 */

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

1.1944 unicode-match-property-value-ecmascript 2.0.0
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1.1948 to-object-path 0.3.0 0.3.0

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- analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
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- analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
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- analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
- analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
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that is part of the Library, the object code for the work may be a
derivative work of the Library even though the source code is not.
Whether this is true is especially significant if the work can be
linked without the Library, or if the work is itself a library. The
threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data
structure layouts and accessors, and small macros and small inline
functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
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1.1956 socket.io-adapter 1.1.2 1.1.2

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1.1957 ajv-keywords 3.5.2 3.5.2

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1.1958

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

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1.1959 ajv 4.11.8

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1.1960 output-file-sync 1.1.2

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1.1962 qs 6.7.0 6.7.0

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1.1965 @babel/plugin-transform-computed-properties 7.16.0

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1.1966 cairo 1.14.6 1

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This is the Debian package of the Cairo multi-platform 2D graphics library

Packaged by Dave Beckett <dajobe@debian.org>

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1.1972 batik-squiggle-ext 1.13

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compiler/cpp/src/generate/t_xsd_generator.cc
compiler/cpp/src/main.cc
compiler/cpp/src/parse/t_field.h
compiler/cpp/src/parse/t_program.h
compiler/cpp/src/platform.h
compiler/cpp/src/thrifty.ll
compiler/cpp/src/thrifty.yy
lib/netstd/src/Protocol/TBinaryProtocol.cs
lib/netstd/src/Protocol/TField.cs
lib/netstd/src/Protocol/TList.cs
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lib/netstd/src/Protocol/TProtocolFactory.cs
lib/netstd/src/Protocol/TProtocolUtil.cs
lib/netstd/src/Protocol/TSet.cs
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*/

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 */

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// Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124
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Nori Korean Morphological Analyzer - Apache Lucene Integration
===========================================================================

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1.1979 base 0.11.2 0.11.2

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1.2008 csv-parse 4.8.2 4.8.2
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1.2010 mute-stream 0.0.5

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1.2011 is-number 7.0.0 7.0.0
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1.2012 babel-plugin-transform-es2015-arrow-functions 6.22.0

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1.2013 fs-readfile-promise 2.0.1 2.0.1

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1.2015 jsreport-scheduling 2.5.0 2.5.0

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1.2021 camelcase 5.3.1 5.3.1
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* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/constants/internal/StackType.java
* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/CaptureTreeNode.java
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* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/UnsetAddrList.java
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* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/ScanEnvironment.java
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* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/NativeMachine.java
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* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/exception/ValueException.java
* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/ast/EncloseNode.java
* /opt/ws_local/PERMITS_SQL/1045445922_1591004900.63/0/joni-2-1-31-sources-jar/org/joni/ApplyCaseFold.java

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1.2035 babel-plugin-check-es2015-constants

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man/explicit_bzero.3
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man/funopen.3bsd
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man/strnstr.3
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src/getbsize.c
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src/arc4random_unix.h
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src/getentropy_aix.c
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1.2044 babel-plugin-syntax-trailing-function-commas 6.22.0 6.22.0

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1.2052 pump 3.0.0 3.0.0
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import java.lang.annotation.ElementType;
import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {
    /**
     * The name of the license.
     *
     * @return the name of the license
     */
    String name();

    /**
     * An optional URL for the license.
     * 
     */
    String url();

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

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

## 1.2054 xregexp 4.0.0 4.0.0

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 */

Found in path(s):
* /opt/cola/permits/1218311999_1634926077.36/0/groovy-datetime-3-0-8-sources-
jar/org/apache/groovy/datetime/extensions/DateTimeStaticExtensions.java
* /opt/cola/permits/1218311999_1634926077.36/0/groovy-datetime-3-0-8-sources-
jar/org/apache/groovy/datetime/extensions/DateTimeExtensions.java

1.2057 yaml 1.10.2 1.10.2
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1.2061 mchange-commons-java 0.2.15

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* /opt/ cola/ permits/1135935623_1613639042.9/0/asm-all-3-3-1-sources-6-jar/org/objectweb/asm/util/Traceable.java
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7.10.4
1.2065.1 Available under license:
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1.2066 jmespath-java 1.11.375

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* /opt/cola/permits/1135892278_1613627038.25/0/jmespath-java-1-11-375-sources-1-jar/com/amazonaws/jmespath/JmesPathSubExpression.java
1.2067 https-proxy-agent 2.2.4

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https-proxy-agent

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

An HTTP(s) proxy `http.Agent` implementation for HTTPS

![Build Status](https://travis-ci.org/TooTallNate/node-https-proxy-agent.svg?branch=master)

This module provides an `http.Agent` implementation that connects to a specified HTTP or HTTPS proxy server, and can be used with the built-in `https` module.

Specifically, this `Agent` implementation connects to an intermediary "proxy" server and issues the [CONNECT HTTP method](https://developer.mozilla.org/en-US/docs/Web/HTTP/Methods/CONNECT), which tells the proxy to open a direct TCP connection to the destination server.

Since this agent implements the CONNECT HTTP method, it also works with other protocols that use this method when connecting over proxies (i.e. WebSockets). See the "Examples" section below for more.

Installation

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

Install with `npm`:

```bash
$ npm install https-proxy-agent
```

Examples

--------

#### `https` module example

```js
var url = require('url');
var https = require('https');
var HttpsProxyAgent = require('https-proxy-agent');
```
// HTTP/HTTPS proxy to connect to
var proxy = process.env.http_proxy || 'http://168.63.76.32:3128';
console.log('using proxy server %j', proxy);

// HTTPS endpoint for the proxy to connect to
console.log('attempting to GET %j', endpoint);
var options = url.parse(endpoint);

// create an instance of the `HttpsProxyAgent` class with the proxy server information
var agent = new HttpsProxyAgent(proxy);
options.agent = agent;

https.get(options, function (res) {
  console.log("response" event!", res.headers);
  res.pipe(process.stdout);
});

```js
```
```
```
socket.on('message', function (data, flags) {
    console.log("message" event! %j %j", data, flags);
    socket.close();
});
```

API
---

```new HttpsProxyAgent(Object options)`

The `HttpsProxyAgent` class implements an `http.Agent` subclass that connects
to the specified "HTTP(s) proxy server" in order to proxy HTTPS and/or WebSocket
requests. This is achieved by using the [HTTP `CONNECT` method][CONNECT].

The `options` argument may either be a string URI of the proxy server to use, or an
"options" object with more specific properties:

* `host` - String - Proxy host to connect to (may use `hostname` as well). Required.
* `port` - Number - Proxy port to connect to. Required.
* `protocol` - String - If `https:`, then use TLS to connect to the proxy.
* `headers` - Object - Additional HTTP headers to be sent on the HTTP CONNECT method.
* Any other options given are passed to the `net.connect()`/`tls.connect()` functions.

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[CONNECT]: http://en.wikipedia.org/wiki/HTTP_tunnel#HTTP_CONNECT_Tunneling

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* /opt/cola/permits/1112087480_1607035434.28/0/https-proxy-agent-2-2-4-6-tgz/package/README.md

1.2068 emoji-regexp 8.0.0
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1.2070 pcre 8.38-3.1

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1.2071 ajv-keywords 1.5.1

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1.2072 uuid 3.3.2 3.3.2

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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/Stax2WriterAdapter.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/Stax2WriterImpl.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/Stax2ReaderImpl.java

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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/typed/CharArrayBase64Decoder.java
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* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-jar/org/codehaus/stax2/ri/typed/NumberUtil.java
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  jar/org/codehaus/stax2/typed/Base64Variant.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/typed/Base64Variants.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/XMLStreamReader2.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
  jar/org/codehaus/stax2/typed/TypedXMLStreamReader.java
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  jar/org/codehaus/stax2/ri/typed/ValueDecoderFactory.java
* /opt/cola/permits/1129090477_1612176217.67/0/stax2-api-3-1-4-sources-
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jar/org/codehaus/stax2/ri/Stax2EventReaderImpl.java

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1.2090 jline 2.9

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1.2112 registry-url 5.1.0
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1.2113 jctools-core 3.1.0
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*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/spec/Ordering.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscUnboundedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MessagePassingQueueUtil.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/LinkedQueueAtomicNode.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MessagePassingQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SupportsIterator.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscGrowableArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/BaseSpscLinkedAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/AtomicQueueFactory.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/MpscArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpscAtomicArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcArrayQueue.java
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/org/jctools/queues/atomic/SpmcArrayQueue.java
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<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
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  <groupId>org.jctools</groupId>
  <version>3.1.0</version>
  <name>Java Concurrency Tools Core Library</name>
  <description>Java Concurrency Tools Core Library</description>
  <packaging>bundle</packaging>

  <dependencies>
    <dependency>
      <groupId>org.hamcrest</groupId>
      <artifactId>hamcrest-all</artifactId>
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    </dependency>
    <dependency>
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      <version>${junit.version}</version>
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    <dependency>
      <groupId>com.google.guava</groupId>
      <artifactId>guava-testlib</artifactId>
      <version>${guava-testlib.version}</version>
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    </dependency>
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  <build>
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        <artifactId>maven-surefire-plugin</artifactId>
        <version>3.0.0-M3</version>
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          <includes>
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<distributionManagement>
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</distributionManagement>

<url>https://github.com/JCTools</url>
<inceptionYear>2013</inceptionYear>

/licenses>
<license>
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<scm>
<url>https://github.com/JCTools/JCTools</url>
<connection>scm:git:https://github.com/JCTools/JCTools</connection>
<tag>HEAD</tag>
</scm>

<developers>
<developer>
<url>https://github.com/nitsanw</url>
</developer>
<developer>
<url>https://github.com/mjpt777</url>
</developer>
<developer>
<url>https://github.com/RichardWarburton</url>
</developer>
<developer>
<url>https://github.com/kay</url>
</developer>
<developer>
<url>https://github.com/franz1981</url>
</developer>
</developers>

<prerequisites>
<maven>3.5.0</maven>
</prerequisites>

<properties>
<project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
<java.version>1.6</java.version>
<java.test.version>1.8</java.test.version>

<maven.compiler.source>${java.version}</maven.compiler.source>
<maven.compiler.target>${java.version}</maven.compiler.target>
<maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
<maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

<hamcrest.version>1.3</hamcrest.version>
<junit.version>4.12</junit.version>
<guava-testlib.version>21.0</guava-testlib.version>

</properties>
</project>

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1093815924_1601014602.33/0/jctools-core-3-1-0-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

1.2114 @babel/runtime 7.16.7 7.16.7

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1.2115 st4 4.1
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*/

tree grammar CodeGenerator;

options {
language=Java;
tokenVocab=STParser;
ASTLabelType=CommonTree;
}

@header {
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package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;

@members {
    String outermostTemplateName;// name of overall template
    CompiledST outermostImpl;
    Token templateToken;// overall template token
    String template;  // overall template text
    ErrorManager errMgr;

    public CodeGenerator(TreeNodeStream input, ErrorManager errMgr, String name, String template, Token templateToken) {
        this(input, new RecognizerSharedState());
        this.errMgr = errMgr;
        this.outermostTemplateName = name;
        this.template = template;
        this.templateToken = templateToken;
    }

    public void addArgument(List<FormalArgument> args, Token t) {
        String name = t.getText();
        for (FormalArgument arg : args) {
            if (arg.name.equals(name)) {
                errMgr.compileTimeError(ErrorType.PARAMETER_REDEFINITION, templateToken, t, name);
                return;
            }
        }
    }
}
args.add(new FormalArgument(name));

// convience funcs to hide offensive sending of emit messages to
// CompilationState temp data object.

public void emit1(CommonTree opAST, short opcode, int arg) {
    $template::state.emit1(opAST, opcode, arg);
}

public void emit1(CommonTree opAST, short opcode, String arg) {
    $template::state.emit1(opAST, opcode, arg);
}

public void emit2(CommonTree opAST, short opcode, int arg, int arg2) {
    $template::state.emit2(opAST, opcode, arg, arg2);
}

public void emit2(CommonTree opAST, short opcode, String s, int arg2) {
    $template::state.emit2(opAST, opcode, s, arg2);
}

public void emit(CommonTree opAST, short opcode) {
    $template::state.emit(opAST, opcode);
}

public void insert(int addr, short opcode, String s) {
    $template::state.insert(addr, opcode, s);
}

public void setOption(CommonTree id) {
    $template::state.setOption(id);
}

public void write(int addr, short value) {
    $template::state.write(addr, value);
}

public int address() { return $template::state.ip; }

public void func(CommonTree id) { $template::state.func(templateToken, id); }

public void refAttr(CommonTree id) { $template::state.refAttr(templateToken, id); }

public int defineString(String s) { return $template::state.defineString(s); }

@Override
public void displayRecognitionError(String[] tokenNames, RecognitionException e) {
    Token tokenWithPosition = e.token;
    if (tokenWithPosition.getInputStream() == null) {
        tokenWithPosition = input.getTreeAdaptor().getToken(input.LT(-1));
    }

    String hdr = getErrorHeader(e);
    String msg = getErrorMessage(e, tokenNames);
    errMgr.compileTimeError(ErrorType.SYNTAX_ERROR, templateToken, tokenWithPosition, hdr + " " + msg);
}

@Override
public void displayRecognitionError(String[] tokenNames, RecognitionException e) {
    Token tokenWithPosition = e.token;
    if (tokenWithPosition.getInputStream() == null) {
        tokenWithPosition = input.getTreeAdaptor().getToken(input.LT(-1));
    }

    String hdr = getErrorHeader(e);
    String msg = getErrorMessage(e, tokenNames);
    errMgr.compileTimeError(ErrorType.SYNTAX_ERROR, templateToken, tokenWithPosition, hdr + " " + msg);
}

}
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templateAndEOF : template[null,null] EOF; // hush warning; ignore

template[String name, List<FormalArgument> args] returns [CompiledST impl]
scope {
    CompilationState state; // automatically get a new state pointer per invocation
}
@init {
    $template::state = new CompilationState(errMgr, name, input.getTokenStream());
    $impl = $template::state.impl;
    if ( $template.size() == 1 ) outermostImpl = $impl;
    $impl.defineFormalArgs($args); // make sure args are defined prior to compilation
    if ( name!=null && name.startsWith(Compiler.SUBTEMPLATE_PREFIX) ) {
        $impl.addArg(new FormalArgument("i"));
        $impl.addArg(new FormalArgument("i0"));
    }
    $impl.template = template; // always forget the entire template; char indexes are relative to it
}
:chunk
{ // finish off the CompiledST result
    if ( $template::state.stringtable!=null ) $impl.strings = $template::state.stringtable.toArray();
    $impl.codeSize = $template::state.ip;
}

chunk
:element*
;

element
:^{INDENTED_EXPR INDENT compoundElement[$INDENT]} // ignore indent in front of IF and region blocks
    [compoundElement[null]]
[^{INDENTED_EXPR INDENT} {$template::state.indent($INDENT);} singleElement?
    {$template::state.emit(Bytecode.INSTR_DEDENT);}]
    [singleElement
        ;
    ]

  singleElement
:exprElement

  [TEXT
   {
     if ( $TEXT.text.length()>0 ) {
         emit1($TEXT,Bytecode.INSTR_WRITE_STR, $TEXT.text);
     }
   }]

  [NEWLINE {emit($NEWLINE, Bytecode.INSTR_NEWLINE);]
  ;
compoundElement[CommonTree indent]
 :ifstat[indent]
 |region[indent]
 |

exprElement
 @init { short op = Bytecode.INSTR_WRITE; }
 :^( EXPR expr (exprOptions {op=Bytecode.INSTR_WRITE_OPT;})? )
 |
 */
 CompilationState state = $template::state;
 CompiledST impl = state.impl;
 if ( impl.instrs[state.ip-1] == Bytecode.INSTR_LOAD_LOCAL ) {
 impl.instrs[state.ip-1] = Bytecode.INSTR_WRITE_LOCAL; 
 }
 else {
 emit($EXPR, op);
 }
 */
 emit($EXPR, op);
 |

region[CommonTree indent] returns [String name]
 @init {
 if ( indent!=null ) $template::state.indent(indent);
 }
 @after {
 if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
 }
 :^(REGION ID
 {$name = STGroup.getMangledRegionName(outermostTemplateName, $ID.text);} 
 template[$name,null]
 | CompiledST sub = $template.impl;
 | sub.isRegion = true;
 | sub.regionDefType = ST.RegionType.EMBEDDED;
 | sub.templateDefStartToken = $ID.token;
 | //sub.dump();
 | outermostImpl.addImplicitlyDefinedTemplate(sub);
 | emit2($start, Bytecode.INSTR_NEW, $region.name, 0);
 | emit($start, Bytecode.INSTR_WRITE);
 |
 |
 |
 subtemplate returns [String name, int nargs]
 @init {

$name = Compiler.getNewSubtemplateName();
List<FormalArgument> args = new ArrayList<FormalArgument>();
}
:^\(\text{SUBTEMPLATE}
\n\text{\^{ARGS} (ID \{addArgument(args, $ID.token);\}+)}\)
{$nargs = args.size();}
template[$name, args]
{
CompiledST sub = $template.impl;
sub.isAnonSubtemplate = true;
sub.templateDefStartToken = $SUBTEMPLATE.token;
sub.ast = $SUBTEMPLATE;
sub.ast.setUnknownTokenBoundaries();
sub.tokens = input.getTokenStream();
//sub.dump();
outermostImpl.addImplicitlyDefinedTemplate(sub);
}

|SUBTEMPLATE // { }
|
|
CompiledST sub = new CompiledST();
sub.name = $name;
sub.template = "";
sub.addArg(new FormalArgument("i"));
sub.addArg(new FormalArgument("i0"));
sub.isAnonSubtemplate = true;
sub.templateDefStartToken = $SUBTEMPLATE.token;
sub.ast = $SUBTEMPLATE;
sub.ast.setUnknownTokenBoundaries();
sub.tokens = input.getTokenStream();
//sub.dump();
outermostImpl.addImplicitlyDefinedTemplate(sub);
;
;
ifstat[CommonTree indent]
@init {
/** Tracks address of branch operand (in code block). It's how
* we backpatch forward references when generating code for IFs.
*/
int prevBranchOperand = -1;
/** Branch instruction operands that are forward refs to end of IF.
* We need to update them once we see the endif.
*/
List<Integer> endRefs = new ArrayList<Integer>();
if ( indent! =null ) $template::state.indent(indent);
}
@after {
if ( indent!=null ) $template::state.emit(Bytecode.INSTR_DEDENT);
}
:^$('if' conditional
{
    prevBranchOperand = address()+1;
    emit1($i,Bytecode.INSTR_BRF, -1); // write placeholder as branch target
}
chunk
(^$('elseif'
{
    endRefs.add(address()+1);
    emit1($eif,Bytecode.INSTR_BR, -1); // br end
    // update previous branch instruction
    write(prevBranchOperand, (short)address());
    prevBranchOperand = -1;
}
 }
ec=conditional
{
    prevBranchOperand = address()+1;
    // write placeholder as branch target
    emit1($ec.start, Bytecode.INSTR_BRF, -1);
}
chunk
)
)*
(^('else'
{
    endRefs.add(address()+1);
    emit1($el, Bytecode.INSTR_BR, -1); // br end
    // update previous branch instruction
    write(prevBranchOperand, (short)address());
    prevBranchOperand = -1;
}
chunk
)
)?
)

if ( prevBranchOperand>=0 ) {
    write(prevBranchOperand, (short)address());
}

conditional
:^('OR conditional conditional)
{emit($OR, Bytecode.INSTR_OR);}
[
^('AND conditional conditional)
{emit($AND, Bytecode.INSTR_AND);}
]
/* BANG conditional */ emit($BANG, Bytecode.INSTR_NOT);

/* expr // not all expr are valid, but reuse code gen (parser restricts syntax) */

exprOptions : {emit($start, Bytecode.INSTR_OPTIONS);} *(OPTIONS option*)

option : ^(' = ID expr) {setOption($ID);} ;

/**
 * exp
 */

@init {int nt = 0, ne = 0;}

:^(*ZIP ^(*ELEMENTS (expr {ne++;})+)) mapTemplateRef[ne])
{emit1($ZIP, Bytecode.INSTR_ZIP_MAP, ne);}

|^(*MAP expr (mapTemplateRef[1] {nt++;})+)
{
if ( nt>1 ) emit1($MAP, nt>1?Bytecode.INSTR_ROT_MAP:Bytecode.INSTR_MAP, nt);
else emit($MAP, Bytecode.INSTR_MAP);
}

prop

| includeExpr
|

prop : ^(*PROP expr ID) {emit1($PROP, Bytecode.INSTR_LOAD_PROP, $ID.text);} 

|^(*PROP_IND expr expr) {emit($PROP_IND, Bytecode.INSTR_LOAD_PROP_IND);} 

;

mapTemplateRef[int num_exprs]
:^(*INCLUDE qualifiedId
{for (int i=1; i<=$num_exprs; i++) emit($INCLUDE,Bytecode.INSTR_NULL);}
args 
)

{| if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $qualifiedId.text);
if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $qualifiedId.text);
else emit2($INCLUDE, Bytecode.INSTR_NEW, $qualifiedId.text, $args.n+$num_exprs);
}

| subtemplate
|

{| if ( $subtemplate.nargs != $num_exprs ) {
errMgr.compileTimeError(ErrorType.ANON_ARGUMENT_MISMATCH, 
templateToken, $subtemplate.start.token, $subtemplate.nargs, $num_exprs);
}
for (int i=1; i<=$num_exprs; i++) emit($subtemplate.start,Bytecode.INSTR_NULL);
emit2($subtemplate.start, Bytecode.INSTR_NEW, 

$subtemplate.name, 

$num_exprs);
|

|^(*INCLUDE_IND expr

|
{ emit($INCLUDE_IND,Bytecode.INSTR_TOSTR);
for (int i=1; i<=$num_exprs; i++) emit($INCLUDE_IND,Bytecode.INSTR_NULL);
}

args
{
emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n+$num_exprs);
}

includeExpr
:^\(EXEC_FUNC ID expr?)\{func($ID);\}
|^\(INCLUDE qualifiedId args\)
{
if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $qualifiedId.text);
if ( $args.namedArgs ) emit1($INCLUDE, Bytecode.INSTR_NEW_BOX_ARGS, $qualifiedId.text);
else emit2($INCLUDE, Bytecode.INSTR_NEW, $qualifiedId.text, $args.n);
}
|^\(INCLUDE_SUPER ID args\)
{
if ( $args.passThru ) emit1($start, Bytecode.INSTR_PASSTHRU, $ID.text);
if ( $args.namedArgs ) emit1($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW_BOX_ARGS, $ID.text);
else emit2($INCLUDE_SUPER, Bytecode.INSTR_SUPER_NEW, $ID.text, $args.n);
}
|^\(INCLUDE_REGION ID\){
CompiledST impl =
Compiler.defineBlankRegion(outermostImpl, $ID.token);
//impl.dump();
emit2($INCLUDE_REGION,Bytecode.INSTR_NEW,impl.name,0);
}
|^\(INCLUDE_SUPER_REGION ID\){
String mangled =
STGroup.getMangledRegionName(outermostImpl.name, $ID.text);
emit2($INCLUDE_SUPER_REGION,Bytecode.INSTR_SUPER_NEW,mangled,0);
}
|primary
;

primary
:^\ID{refAttr($ID);}
|^\STRING{emit1($STRING,Bytecode.INSTR_LOAD_STR, Misc.strip($STRING.text,1));}
|^\TRUE{emit($TRUE, Bytecode.INSTR_TRUE);}
|^\FALSE{emit($FALSE, Bytecode.INSTR_FALSE);}
|subtemplate// push a subtemplate but ignore args since we can't pass any to it here
{ emit2($start,Bytecode.INSTR_NEW, $subtemplate.name, 0); }
|list
|^\INCLUDE_IND
expr {emit($INCLUDE_IND, Bytecode.INSTR_TOSTR);} 
args  {emit1($INCLUDE_IND, Bytecode.INSTR_NEW_IND, $args.n);} 
)

|^TO_STR expr{emit($TO_STR, Bytecode.INSTR_TOSTR);} 

qualifiedId 
: ^(SLASH qualifiedId ID) 
| ^(SLASH ID) 
| ID 

arg : expr 

args returns [int n=0, boolean namedArgs=false, boolean passThru] 
: ( arg {$n++;} )+ 
| [(emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;)
| ^ (eq='=' ID expr) 
| {$n++; emit1($eq, Bytecode.INSTR_STORE_ARG, defineString($ID.text));} 
| + 
| (‘...’ {$passThru=true;} )? 
| | ‘...’ {$passThru=true; emit($args.start, Bytecode.INSTR_ARGS); $namedArgs=true;} 
| | 
| 
| list:{emit($start, Bytecode.INSTR_LIST);} 
| ^(LIST (listElement {emit($listElement.start, Bytecode.INSTR_ADD);})* ) 
| ; 

listElement : expr | NULL [emit($NULL,Bytecode.INSTR_NULL);] ;

Found in path(s):
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/CodeGenerator.g

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* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-
  jar/org/stringtemplate/v4/misc/AmbiguousMatchException.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-
  jar/org/stringtemplate/v4/misc/TypeRegistry.java

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* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/Compiler.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/debug/ConstructionEvent.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/CompiledST.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/STLexer.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/GroupLexer.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/AttributeRenderer.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/STWriter.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/STNoSuchPropertyException.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/BytecodeDisassembler.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/debug/IndentEvent.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/ErrorManager.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/STGroupClosure.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/STGroupFile.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/STNoSuchAttributeException.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/compiler/GroupLexer.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/STGroupCompiletimeMessage.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/debug/STNoSuchAttributeException.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/ObjectModelAdaptor.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/STGroupString.java
* /opt/cola/permits/1258286456_1643052484.48/0/st4-4-1-sources-jar/org/stringtemplate/v4/misc/STGroupDir.java
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*/

grammar Group;

options {
  language=Java;
}

tokens {
  TRUE='true'; FALSE='false'; LBRACK='['; RBRACK=']';
}

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*/
package org.stringtemplate.v4.compiler;

import java.util.Collections;
import java.util.Map;
import java.util.LinkedHashMap;
import java.util.List;
import java.util.ArrayList;
import org.stringtemplate.v4.misc.*;
import org.stringtemplate.v4.*;
import java.io.File;
}

@lexer::header {
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*/
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.*;
import org.stringtemplate.v4.misc.*;
import java.io.File;
}
@members {
public STGroup group;
@Override
public void displayRecognitionError(String[] tokenNames,
RecognitionException e)
{
String msg = getErrorMessage(e, tokenNames);
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
@Override
public String getSourceName() {
String fullFileName = super.getSourceName();
File f = new File(fullFileName); // strip to simple name
return f.getName();
}
public void error(String msg) {
NoViableAltException e = new NoViableAltException("", 0, 0, input);
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
recover(input, null);
}
public void addArgument(List<FormalArgument> args, Token t, Token defaultValueToken) {
String name = t.getText();
for (FormalArgument arg : args) {
if (arg.name.equals(name)) {
group.errMgr.compileTimeError(ErrorType.PARAMETER_REDEFINITION, null, t, name);
return;
}
}
args.add(new FormalArgument(name, defaultValueToken));
}

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@lexer::members {
  public STGroup group;
}

@Override
public void reportError(RecognitionException e) {
  String msg = null;
  if ( e instanceof NoViableAltException ) {
    msg = "invalid character "+(char)input.LA(1)+"";
  }
  else if ( e instanceof MismatchedTokenException && ((MismatchedTokenException)e).expecting=="" ) {
    msg = "unterminated string";
  }
  else {
    msg = getErrorMessage(e, getTokenNames());
  }
  group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}

@Override
public String getSourceName() {
  String fullFileName = super.getSourceName();
  File f = new File(fullFileName); // strip to simple name
  return f.getName();
}

group[STGroup group, String prefix]
  @init {
    GroupLexer lexer = (GroupLexer)input.getTokenSource();
    this.group = lexer.group = $group;
  }
  :oldStyleHeader?
  delimiters?
    ('import' STRING {group.importTemplates($STRING);}]
  ['import' // common error: name not in string
    MismatchedTokenException e = new MismatchedTokenException(STRING, input);
    reportError(e);
  ]
  ID ('.' ID)* // might be a.b.c.d
  )*   def[prefix]*
  EOF
  :

  oldStyleHeader // ignore but lets us use this parser in AW for both v3 and v4
  : 'group' ID ( ':' ID )?
groupName returns [String name]
@init {StringBuilder buf = new StringBuilder();}
\[a\] = ID {buf.append($a.text);} ('.' \[a\] = ID {buf.append($a.text);})* ;

delimiters
  :delimiters' \[a\] = STRING , \[b\] = STRING
  {
    boolean supported = true;
    char startCharacter = $a.getText().charAt(1);
    if (STGroup.isReservedCharacter(startCharacter)) {
      group.errMgr.compileTimeError(getErrorType.UNSUPPORTED_DELIMITER, null, $a, String.valueOf(startCharacter));
      supported = false;
    }
    char stopCharacter = $b.getText().charAt(1);
    if (STGroup.isReservedCharacter(stopCharacter)) {
      group.errMgr.compileTimeError(getErrorType.UNSUPPORTED_DELIMITER, null, $b, String.valueOf(stopCharacter));
      supported = false;
    }
    if (supported) {
      group.delimiterStartChar = $a.getText().charAt(1);
      group.delimiterStopChar = $b.getText().charAt(1);
    }
  }

/** Match template and dictionary defs outside of (...)+ loop in group. */
* The key is catching while still in the loop; must keep prediction of
  * elements separate from "stay in loop" prediction.
* /
def[String prefix] : templateDef[\{prefix\}] | dictDef ;
catch[RecognitionException re] {
  // pretend we already saw an error here
  state.lastErrorIndex = input.index();
  error("garbled template definition starting at "+input.LT(1).getText()+"\"");
}

templateDef[\{String prefix\}] @init {
  String template = null;
}
int n=0; // num char to strip from left, right of template def
}
:@'enclosing=ID '.' name=ID '(' ')'
|name=ID '(' formalArgs ')'的优点
)
'::=
{Token templateToken = input.LT(1);}
(STRING {template=$STRING.text; n=1;}
|BIGSTRING {template=$BIGSTRING.text; n=2;}
|BIGSTRING_NO_NL {template=$BIGSTRING_NO_NL.text; n=2;}
|{}
template = "";
String msg = "missing template at "+input.LT(1).getText()+"";
NoViableAltException e = new NoViableAltException("", 0, 0, input);
group.errMgr.groupSyntaxError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
)
if ( $name.index >= 0 ) { // if ID missing
template = Misc.strip(template, n);
String templateName = $name.text;
if ( prefix.length()>0 ) templateName = prefix+$name.text;
String enclosingTemplateName = $enclosing.text;
if (enclosingTemplateName != null && enclosingTemplateName.length()>0 && prefix.length()>0) {
enclosingTemplateName = prefix + enclosingTemplateName;
}
group.defineTemplateOrRegion(templateName, enclosingTemplateName, templateToken,
template, $name, $formalArgs.args);
}
| alias=ID '::=' target=ID {group.defineTemplateAlias($alias, $target);}
);
formalArgs returns[List<FormalArgument> args = new ArrayList<FormalArgument>()
scope {
boolean hasOptionalParameter;
}
@init { $formalArgs::hasOptionalParameter = false; }
:formalArg[$args] (',' formalArg[$args])* |
|
formalArg[List<FormalArgument> args]
:ID ('=' a=(STRING|ANONYMOUS_TEMPLATE|'true'|'false') {formalArgs::hasOptionalParameter = true;}
|=' a='[ ' ]' {formalArgs::hasOptionalParameter = true;}
|
if ($formalArgs::hasOptionalParameter) {

group.errMgr.compileTimeError(ErrorType.REQUIRED_PARAMETER_AFTER_OPTIONAL, null, $ID);
}
}
{addArgument($args, SID, $a);

/*
suffix returns [int cardinality=FormalArgument.REQUIRED]
   : OPTIONAL
    | STAR
    | PLUS
   |
   */

dictDef
:ID '::=' dict
  {
    if ( group.rawGetDictionary($ID.text)!=null ) {
      group.errMgr.compileTimeError(ErrorType.MAP_REDEFINITION, null, $ID);
    }
    else if ( group.rawGetTemplate($ID.text)!=null ) {
      group.errMgr.compileTimeError(ErrorType.TEMPLATE_REDEFINITION_AS_MAP, null, $ID);
    }
    else {
      group.defineDictionary($ID.text, $dict.mapping);
    }
  }

dict returns [Map<String, Object> mapping]
@init {mapping=new LinkedHashMap<String, Object>();}
  : ["dictPairs[mapping] "]

dictPairs[Map<String, Object> mapping]
  : keyValuePair[mapping]
    (", keyValuePair[mapping])* (", defaultValuePair[mapping])?
  [defaultValuePair[mapping]]
  ;
catch[RecognitionException re] {
    error("missing dictionary entry at "+input.LT(1).getText()+"");
  }

defaultValuePair[Map<String, Object> mapping]
  : default' : keyValue {mapping.put(STGroup.DEFAULT_KEY, $keyValue.value);}
keyValuePair(Map<String,Object> mapping)
:STRING :	kyValue { mapping.put(Misc.replaceEscapes(Misc.strip($STRING.text, 1)), $keyValue.value); }

keyValue returns [Object value]
:BIGSTRING {$value = group.createSingleton($BIGSTRING);}
[BIGSTRING_NO_NL {$value = group.createSingleton($BIGSTRING_NO_NL);}]
[ANONYMOUS_TEMPLATE {$value = group.createSingleton($ANONYMOUS TEMPLATE);}]
[STRING {$value = Misc.replaceEscapes(Misc.strip($STRING.text, 1));}]
[TRUE {$value = true;}
[FALSE {$value = false;}
[" "]{$value = Collections.emptyList();}
[[input.LT(1).getText().equals("key")]?=> ID
{$value = STGroup.DICT_KEY;}
;
catch[RecognitionException re] {
 error("missing value for key at "+input.LT(1).getText()+");
}
ID:((a..z|A..Z|_)(a..z|A..Z|0..9|_)+)*
;

STRING
:"

\n ~"
 |
String msg = \n in string;
 NoViableAltException e = new NoViableAltException("", 0, 0, input);
group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);
}
\n|-(\n|"
)*
...

{ String txt = getText().replaceAll("\\n","\n");
setText(txt);
}
;

BIGSTRING_NO_NL // same as BIGSTRING but means ignore newlines later
:\%\]> ( . )\%>
 // %\> is the escape to avoid end of string
{
String txt = getText().replaceAll("\\\\\\\>","\\\\\\>");
/** Match <<...>> but also allow <<...<<...>> so we can have tag on end.  
  Escapes: \> means >> inside of <<...>>,  
  Escapes: \>> means >> inside of <<...>> unless at end like <<...\>>>>.  
  In that case, use <%..>>%> instead.  
*/
BIGSTRING
	"<<"  
  (options {greedy=false;})  
  \W \> // ]\ escape  
  \W ~\> // allow this but don't collapse in action  
  ~\W  
  )*  
  \>>"  
  
  String txt = getText();  
  txt = Misc.replaceEscapedRightAngle(txt); // replace \> with > unless \</
  setText(txt);  
  }
  ;

ANONYMOUS_TEMPLATE  
	'{"  
  
  Token templateToken = new CommonToken(input, ANONYMOUS_TEMPLATE, 0, getCharIndex(),  
  getCharIndex());  
  STLexer lexer =  
  new STLexer(group.errMgr, input, templateToken, group.delimiterStartChar, group.delimiterStopChar);  
  lexer.subtemplateDepth = 1;  
  Token t = lexer.nextToken();  
  while ( lexer.subtemplateDepth>=1 || t.getType()!=STLexer.RCURLY ) {  
      if ( t.getType()==STLexer.EOF_TYPE ) {  
          MismatchedTokenException e = new MismatchedTokenException('}', input);  
          String msg = "missing final '}' in {...} anonymous template";  
          group.errMgr.groupLexerError(ErrorType.SYNTAX_ERROR, getSourceName(), e, msg);  
          break;  
      }
      t = lexer.nextToken();  
      }
      // don't match ':' here; our little {...} scanner loop matches it  
      // to terminate.  
  ;

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*/

/** Build an AST from a single StringTemplate template */
parser grammar STParser;

options {
    language=Java;
    tokenVocab=STLexer;
    TokenLabelType=CommonToken;
output=AST;
ASTLabelType=CommonTree;
}

tokens {
EXPR; OPTIONS; PROP; PROP_IND; INCLUDE; INCLUDE_IND; EXEC_FUNC; INCLUDE_SUPER;
INCLUDE_SUPER_REGION; INCLUDE_REGION; TO_STR; LIST; MAP; ZIP; SUBTEMPLATE; ARGS;
ELEMENTS; REGION; NULL; INDENTED_EXPR;
}

@header {
package org.stringtemplate.v4.compiler;
import org.stringtemplate.v4.misc.ErrorManager;
import org.stringtemplate.v4.misc.ErrorType;
}

@members {
ErrorManager errMgr;
Token templateToken;
public STParser(TokenStream input, ErrorManager errMgr, Token templateToken) {
this(input);
this.errMgr = errMgr;
this.templateToken = templateToken;
}
@Override
protected Object recoverFromMismatchedToken(IntStream input, int ttype, BitSet follow)
throws RecognitionException
{
throw new MismatchedTokenException(ttype, input);
}
}

@rulecatch {
catch (RecognitionException re) { throw re; }
}

templateAndEOF : template EOF -> template? ;

template : element* ;
element :
{:input.LT(1).getCharPositionInLine()==0}? INDENT? COMMENT NEWLINE -> // throw away
|INDENT singleElement -> ^(INDENTED_EXPR INDENT singleElement?) // singleElement is optional to handle
error returning nil
|singleElement
|compoundElement
;
singleElement
:exprTag
|TEXT
|NEWLINE
|COMMENT! // throw away

compoundElement
:ifstat
|region
|

exprTag
:LDELIM expr ( ';' exprOptions )? RDELIM
-> ^(EXPR[$LDELIM,"EXPR"] expr exprOptions?)

region
@init {Token indent=null;}
:i=INDENT? x=LDELIM '@' ID RDELIM {if (input.LA(1)!=NEWLINE) indent=$i;}
template
INDENT? LDELIM '@end' RDELIM
// kill \n for <@end> on line by itself if multi-line embedded region
({REGION.start.getLine()!input.LT(1).getLine()}?=> NEWLINE)?
-> {indent!=null}?
  ^(INDENTED_EXPR $i ^(REGION[$x] ID template?))
-> ^(REGION[$x] ID template?)

subtemplate
:lc='{' (ids+= ID ( ',' ids+= ID )* '|' )? template INDENT? '}'
// ignore final INDENT before } as it's not part of outer indent
-> ^(SUBTEMPLATE[$lc,"SUBTEMPLATE"] ^(ARGS $ids)* template?)

ifstat
@init {Token indent=null;}
:i=INDENT? LDELIM 'if' '(' c1=conditional ')' RDELIM {if (input.LA(1)!=NEWLINE) indent=$i;}
t1=template
( INDENT? LDELIM 'elseif' '(' c2+=conditional ')' RDELIM t2+=template )*
( INDENT? LDELIM 'else' RDELIM t3=template )?
INDENT? endif= LDELIM 'endif'
RDELIM
// kill \n for <endif> on line by itself if multi-line IF
({$ifstat.start.getLine()!input.LT(1).getLine()}?=> NEWLINE)?
-> {indent!=null}?
  ^(INDENTED_EXPR $i ^(if$ c1 $t1? ^(elseif$ c2 $t2)* ^(else$ $t3?)?))
-> ^(if$ c1 $t1? ^(elseif$ c2 $t2)* ^(else$ $t3?)?)
conditional
scope {
  boolean inside;
}
: andConditional ( ||^ andConditional )* ;

andConditional : notConditional ( &&^ notConditional )* ;

notConditional :
  !^ notConditional | memberExpr ;

notConditionalExpr :
  (ID->ID)
  (p='.' prop=ID-> ^PROP[$p,"PROP"] $notConditionalExpr $prop)
  [p='.' ('mapExpr ')]-> ^PROP_IND[$p,"PROP_IND"] $notConditionalExpr $mapExpr )*
  ;

exprOptions : option ( , option )* -> ^(OPTIONS option* ) ;

option
@init {
  String id = input.LT(1).getText();
  String defVal = Compiler.defaultOptionValues.get(id);
  boolean validOption = Compiler.supportedOptions.get(id)!=null;
}
@ID {
  if ( !validOption ) {
    errMgr.compileTimeError(ErrorType.NO_SUCH_OPTION, templateToken, $ID, $ID.text);
  }
  }
  (=' exprNoComma -> {validOption}? ^('= ID exprNoComma)
  ->
  [|
  if ( defVal==null ) {
    errMgr.compileTimeError(ErrorType.NO_DEFAULT_VALUE, templateToken, $ID);
  }
  ]
  -> {validOption&&!defVal!=null]? ^EQUALS[=""] ID STRING[$ID,""+defVal+"" ]
  ->
  )
exprNoComma

:memberExpr
( `:` mapTemplateRef-> ^(MAP memberExpr mapTemplateRef)
|-> memberExpr
)

;

expr : mapExpr :

// more complicated than necessary to avoid backtracking, which ruins
// error handling
mapExpr
:memberExpr
((c=',' memberExpr)+ col=`:` mapTemplateRef
-> ^(ZIP[$col] ^(ELEMENTS memberExpr+) mapTemplateRef)
|-> memberExpr
)

{if ($x!=null) $x.clear();} // don't keep queueing x; new list for each iteration

col=`:` x+=mapTemplateRef (($c==null)?=> ',' x+=mapTemplateRef )*
-> ^(MAP[$col] $mapExpr $x+)

)*

/**
expr:template(args) apply template to expr
expr:{arg | ...} apply subtemplate to expr
expr:(e)(args) convert e to a string template name and apply to expr
*/
mapTemplateRef
:qualifiedId (' args ')-> ^(INCLUDE qualifiedId args?)
|subtemplate
|lp=(' mapExpr rp=') (' argExprList? ') -> ^(INCLUDE_IND mapExpr argExprList?)

;

memberExpr
:(includeExpr->includeExpr)
(p=`.` ID-> ^(PROP[$p,"PROP"] $memberExpr ID)
|p=`.` (' mapExpr ')-> ^(PROP_IND[$p,"PROP_IND"] $memberExpr mapExpr)
)*

;

includeExpr

options {k=2;} // prevent full LL(*), which fails, falling back on k=1; need k=2
:{Compiler.funcs.containsKey(input.LT(1).getText())}? // predefined function
ID (' expr ')-> ^(EXEC_FUNC ID expr?)
|'super' ID (' args ')-> ^(INCLUDE_SUPER ID args?)
| qualifiedId (' args ')' -> ^ (INCLUDE qualifiedId args?)
| '@' 'super' '.' ID (' rp=') -> ^ (INCLUDE_SUPER_REGION ID)
| '@' ID (' rp=') -> ^ (INCLUDE_REGION ID)
| primary
|
| primary
| :ID
| | [STRING]
| | [TRUE]
| | [FALSE]
| | [subtemplate]
| | [list]
| | [{conditional.size()>0}? => '(! conditional ')]!
| | [{conditional.size()==0}? => lp=(expr )'
| | (argExprList? ')' -> ^ (INCLUDE_IND[lp] expr argExprList?)
| | ) -> ^ (TO_STR[lp] expr)
| |
| qualifiedId
| :ID-> ID
| | (' ID-> ^('? ID)
| |
| list
| | [{input.LA(2)==RBRACK}? // hush warning; [] special case
| | lb=['[ ']-> LIST[lb]
| | lb=['[ listElement (' listElement )* ']']-> ^ (LIST[lb] listElement*)
| |
| args:argExprList
| | [namedArg (' namedArg )* ('...')? -> namedArg+ '...'?
| | | | ',...'
| | |
| |
| argExprList : arg (',' arg )* -> arg+ ;
| |
| arg : exprNoComma ;
| |
| namedArg : ID '=' arg -> ^('= ID arg) ;
| |
| list: [input.LA(2)==RBRACK] ? // hush warning; [] special case
| | lb=['[ ' ]-> LIST[lb]
| | lb=['[ listElement ( listElement )* ' ]']-> ^ (LIST[lb] listElement*)
| |
| listElement : exprNoComma | -> NULL ;
|
| Found in path(s):
1.2116 got 2.4.0 2.4.0

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1.2117 regenerator-runtime 0.10.5

1.2117.1 Available under license:
   No license file was found, but licenses were detected in source scan.

   /**
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   * https://raw.github.com/facebook/regenerator/master/LICENSE file. An
   * additional grant of patent rights can be found in the PATENTS file in
   * the same directory.
   */

   Found in path(s):
   * /opt/cola/permits/1110631590_1606842066.7/0/regenerator-runtime-0-10-5-4-tgz/package/runtime.js

1.2118 ansi-styles 3.2.1 3.2.1
1.2118.1 Available under license:
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1.2119 @jsreport/mingo 2.4.1 2.4.1
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1.2120 bcrypt-pbkdf 1.0.2 1.0.2

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1.2121 json-glib 1.1.2-0ubuntu1
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1.2123 oas-linter 3.2.1 3.2.1

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jar/google/api/control.proto
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1.2152 ncp 1.0.1 1.0.1

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1.2153 browserslist 3.2.8

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1.2154 argparse 1.0.10 1.0.10

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1.2155 batik-svg-dom 1.13

1.2155.1 Available under license :

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

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

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

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

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

<!-- Core Attribute

    id, xml:base, xml:lang, xml:space

This module defines the core set of attributes that can be present on any element.

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

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

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

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

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

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

<!-- SVG.Profile.class ................................. -->

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

<!-- SVG.Profile.attrib ................................ -->

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

<!-- color-profile: Color Profile Element .............. -->

<!ENTITY % SVG.color-profile.extra.content "" >

<!-- end of SVG.color-profile.element -->

<!ENTITY % SVG.color-profile.attlist "" >
<![%SVG.color-profile.attlist;[
<!ATTLIST %SVG.color-profile.qname;
  %SVG.Core.attrib;
  %SVG.XLink.attrib;
  local CDATA #IMPLIED
  name CDATA #REQUIRED
  rendering-intent ( auto | perceptual | relative-colorimetric | saturation |
  absolute-colorimetric ) 'auto' -->}
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1- jar/org/apache/batik/dom/svg/resources/svg-profile.mod
No license file was found, but licenses were detected in source scan.

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

This is SVG Tiny, a proper subset of SVG.
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Revision: $Id: svg11-tiny-attrs.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<!-- SVG 1.1 Tiny Attribute Collection

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

-->

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

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

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

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

<!ENTITY % ClassList.datatype "CDATA" >
<!ENTITY % StyleSheet.datatype "CDATA" >
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

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

This module is an excerpt from the SVG 1.1 specification, which is available at http://www.w3.org/Graphics/SVG/1.1/

<-- Cursor

cursor
This module declares markup to provide support for cursor.

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

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

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

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

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

<!-- cursor: Cursor Element ............................ -->
<!ENTITY % SVG.cursor.content
"( %SVG.Description.class; %SVG.cursor.extra.content; )*" >
<!ELEMENT %SVG.cursor.qname; %SVG.cursor.content; >

<!-- end of SVG.cursor.element -->

<!ENTITY % SVG.cursor.attlist "INCLUDE" >
<![%SVG.cursor.element;]
<!ENTITY % SVG.cursor.content
"(( %SVG.Description.class; %SVG.cursor.extra.content; )*)" >
<!ELEMENT %SVG.cursor.qname; %SVG.cursor.content; >
<!!-- end of SVG.cursor.element --> ]]>
SVG 1.1 Tiny DTD

This is SVG Tiny, a proper subset of SVG.

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

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg11-tiny.dtd
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Revision: $Id: svg-basic-graphics-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<!-- Basic Graphics Attribute

display, visibility

This module defines the Graphics attribute set.
-->

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

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

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

<!ENTITY % SVG.Graphics.attrib
 "%SVG.display.attrib;
 %SVG.visibility.attrib;
 %SVG.Graphics.extra.attrib;"
>

<!-- end of svg-basic-graphics-attrib.mod -->

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

<!-- SVG 1.1 Modular Framework Module .............................. -->

<!-- file: svg-framework.mod -->

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

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

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

<!-- Modular Framework

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

+ Datatypes
+ Qualified Name
+ Document Model
+ Attribute Collection

--> 

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

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

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

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

<!-- end of svg-framework.mod -->
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

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

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

<-- Structure

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

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

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

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

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

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.textContent.attrib "" >
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 1.1//EN" "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd" [ %SVG.Core.attrib; %SVG.Style.attrib; ]> <!-- end of SVG.desc.attlist -->

<!-- title: Title Element ......................... -->

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

<!ENTITY % SVG.title.element "INCLUDE" >
<![%SVG.title.element;[ <ENTITY % SVG.title.content "(#PCDATA %SVG.title.extra.content;)*" > ]]> <!-- end of SVG.title.element -->

<!ENTITY % SVG.title.attlist "INCLUDE" >
<![%SVG.title.attlist;[ <ATTLIST %SVG.title.qname; %SVG.Core.attrib; %SVG.Style.attrib; ]]> <!-- end of SVG.title.attlist -->

<!-- metadata: Metadata Element ................ -->

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

<!ENTITY % SVG.metadata.element "INCLUDE" >
<![%SVG.metadata.element;[ <ENTITY % SVG.metadata.content "(#PCDATA %SVG.metadata.extra.content;)*" > ]]> <!-- end of SVG.metadata.element -->

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

<!-- symbol: Symbol Element ..................... -->

<!ENTITY % SVG.symbol.extra.content "" >
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg11
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Revision: $Id: svg-basic-structure.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

....................................................................... -->
<!-- Basic Structure

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

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

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

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

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

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
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Revision: $Id: svg-shape.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

This module declares markup to provide support for graphical shapes.

<a list of points -->
ENTITY % Points.datatype "CDATA" >
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.GraphicalEvents.attrib;
%SVG.Cursor.attrib;
%SVG.External.attrib;
x %Coordinate.datatype; #IMPLIED
y %Coordinate.datatype; #IMPLIED
width %Length.datatype; #REQUIRED
height %Length.datatype; #REQUIRED
rx %Length.datatype; #IMPLIED
ry %Length.datatype; #IMPLIED
transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.rect.attlist -->]]>

<!-- circle: Circle Element ......................... -->

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

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

<!ENTITY % SVG.circle.attlist "INCLUDE" >
<![%SVG.circle.attlist;[
<!ATTLIST %SVG.circle.qname;
 %SVG.Core.attrib;
 %SVG.Conditional.attrib;
 %SVG.Style.attrib;
 %SVG.Paint.attrib;
 %SVG.Color.attrib;
 %SVG.Opacity.attrib;
 %SVG.Graphics.attrib;
 %SVG.Clip.attrib;
 %SVG.Mask.attrib;
 %SVG.Filter.attrib;
 %SVG.GraphicalEvents.attrib;
 %SVG.Cursor.attrib;
 %SVG.External.attrib;
x %Coordinate.datatype; #IMPLIED
cy %Coordinate.datatype; #IMPLIED
r %Length(datatype; #REQUIRED
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Revision: $Id: svg-gradient.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

<-- Gradient

linearGradient, radialGradient, stop

This module declares markup to provide support for gradient fill.

<--

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

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

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

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

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

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

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

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

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<!-- ................................................................. -->
<!-- SVG 1.1 Marker Module ................................................. -->
<!-- file: svg-marker.mod ................................................. -->
<!-- Marker
mark

This module declares markup to provide support for marker.

-->

<!-- 'marker' property/attribute value (e.g., 'none', <uri>) -->
<!ENTITY % MarkerValue.datatype "CDATA" >
<!-- Qualified Names (Default) ......................... -->

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

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

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

<!-- SVG.Marker.class .................................. -->

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

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

<!-- SVG.Marker.attrib .................................. -->

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

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

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

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

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

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

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

<!-- Extensibility

foreignObject

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

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

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

<!-- Attribute Collections (Default) ............... -->
%SVG.Mask.attrib;
%SVG.Filter.attrib;
%SVG.FilterColor.attrib;
%SVG.Cursor.attrib;
flood-color %SVGColor.datatype; #IMPLIED
flood-opacity %OpacityValue.datatype; #IMPLIED
lighting-color %SVGColor.datatype; #IMPLIED
%SVG.Presentation.extra.attrib;
>
<!-- foreignObject: Foreign Object Element ............ -->

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

<!ENTITY % SVG.foreignObject.element "INCLUDE" >
<![%SVG.foreignObject.element;[
<!ENTITY % SVG.foreignObject.content
"(#PCDATA %SVG.foreignObject.extra.content: )*"
>
<!ELEMENT %SVG.foreignObject.qname; %SVG.foreignObject.content; >
<!-- end of SVG.foreignObject.element -->>}

<!ENTITY % SVG.foreignObject.attlist "INCLUDE" >
<![%SVG.foreignObject.attlist;[
<!ATTLIST %SVG.foreignObject.qname;
%SVG.Core.attrib;
%SVG.Conditional.attrib;
%SVG.Style.attrib;
%SVG.Presentation.attrib;
%SVG.GraphicalEvents.attrib;
%SVG.External.attrib;
x %Coordinate.datatype; #IMPLIED
y %Coordinate.datatype; #IMPLIED
width %Length.datatype; #REQUIRED
height %Length.datatype; #REQUIRED
transform %TransformList.datatype; #IMPLIED
>
<!-- end of SVG.foreignObject.attlist -->>}

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

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

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

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

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

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

<!-- Mask -->

mask

This module declares markup to provide support for masking.

-->

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

<!ENTITY % MaskValue.datatype "CDATA" >

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

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

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

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
This DTD module is identified by the PUBLIC and SYSTEM identifiers:

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

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

<!-- SVG 1.1 Document Model

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

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

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

<!--[!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
"| %SVG.use.qname; %SVG.Use.extra.class;" -->

<!--[!ENTITY % SVG.Structure.extra.class "" >
<!ENTITY % SVG.Structure.class
"| %SVG.svg.qname; | %SVG.g.qname; | %SVG.defs.qname; | %SVG.symbol.qname;
 %SVG.Use.class; %SVG.Structure.extra.class;" -->

<!--[!ENTITY % SVG.Conditional.extra.class "" >
<!ENTITY % SVG.Conditional.class
"| %SVG.switch.qname; %SVG.Conditional.extra.class;" -->

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

<!--[!-- module: svg-style.mod ......................... -->
No license file was found, but licenses were detected in source scan.

<!-- ....................................................................... -->
<!-- SVG 1.1 View Module ............................................ -->
<!-- file: svg-view.mod

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

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

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

<!-- View

view

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

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

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

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

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

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

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

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

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

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

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

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

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg12/SVGGlobal.java
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-animevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams$

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

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

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

<!-- Animation Events Attribute

onbegin, onend, onrepeat, onload

This module defines the AnimationEvents attribute set. -->

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

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

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

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

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

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

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

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

<%- .............................................................. -->

<!-- SVG 1.1 Basic Document Model Module ....................... -->

<%- file: svg11-basic-model.mod

This is SVG Basic, a proper subset of SVG.
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Revision: $Id: svg11-basic-model.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<%- SVG 1.1 Basic Document Model

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

-->

<%- Content Models (Default) ......................... -->

<ENTITY % SVG.Marker.class "" >

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

<ENTITY % SVG.Description.extra.class "" >

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

<ENTITY % SVG.Use.extra.class "" >

<ENTITY % SVG.Use.class
"| %SVG.use.qname; %SVG.Use.extra.class;" >
<!-- Hyperlinking

This module declares markup to provide support for hyper linking. -->

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

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

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

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

<!ENTITY % SVG.Hyperlink.class "| %SVG.a.qname; %SVG.Hyperlink.extra.class;" >

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

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

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

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

<-- Container Attribute

   enable-background

   This module defines the Container attribute set.
   -->

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

<ENTITY % SVG.enable-background.attrib
   "enable-background %EnableBackgroundColor.datatype; #IMPLIED"
>

<ENTITY % SVG.Container.extra.attrib "" >
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-clip.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<!!-- Clip

clipPath

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

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

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

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

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

<ENTITY % SVG.Core.attrib "" >
<ENTITY % SVG.Conditional.attrib "" >
<ENTITY % SVG.Style.attrib "" >
<ENTITY % SVG.Text.attrib "" >
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limitations under the License.
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/TraitAccess.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMOTransform.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionAnimatableElement.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGMatrix.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMatrix.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMAngle.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMWheelEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/LiveAttributeException.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGNumberItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/ExtendedTraitAccess.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGPointList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/IdContainer.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathContext.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGTextContent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGTransformList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPointItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegConstants.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegItem.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGNumber.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGOMException.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionAnimatableElement.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/AbstractSVGPathSegList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEvent.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGTextContentList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGPathSegItemList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1.jar/org/apache/batik/dom/svg/SVGMotionEventList.java
No license file was found, but licenses were detected in source scan.
Qualified Name

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

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

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

---

Section A: SVG XML Namespace Framework

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

2. Declare a parameter entity (e.g., %SVG.xmlns;) containing the URI reference used to identify the SVG namespace:

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

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

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

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

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

<!-- Declare a parameter entity %SVG.xmlns.attrib; containing
   all XML namespace declaration attributes used by SVG,
   including a default xmlns attribute when prefixing is
   inactive. -->
<![%SVG.prefixed;[
<!ENTITY % SVG.xmlns.attrib "%NS.decl.attrib;">
]]>
<!ENTITY % SVG.xmlns.attrib "xmlns %URI.datatype; #FIXED '%SVG.xmlns;' %XLINK.xmlns.attrib;" >
<!-- Section B: SVG Qualified Names :--------------------------: -->

<!-- 6. This section declares parameter entities used to provide
namespace-qualified names for all SVG element types.
-->

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

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

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

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

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

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

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

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

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

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

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

<!ENTITY % SVG.text.qname "%SVG.pfx;text" >
<!ENTITY % SVG.tspan.qname "%SVG.pfx:tspan" >
<!ENTITY % SVG.tref.qname "%SVG.pfx:tref" >
<!ENTITY % SVG.textPath.qname "%SVG.pfx;textPath" >
<!ENTITY % SVG.altGlyph.qname "%SVG.pfx;altGlyph" >
<!ENTITY % SVG.altGlyphDef.qname "%SVG.pfx;altGlyphDef" >
This is SVG, a language for describing two-dimensional graphics in XML.
Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved.
Revision: $Id: svg-opacity-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $
"%SVG.opacity.attrib;
%SVG.fill-opacity.attrib;
%SVG.stroke-opacity.attrib;
%SVG.Opacity.extra.attrib;"
>

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

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

<!-- ............................................................... -->
<!-- SVG 1.1 Basic Attribute Collection Module ..................... -->
<!-- file: svg11-basic-attribs.mod

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

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

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

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

<!-- SVG 1.1 Basic Attribute Collection

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

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

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

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

<!-- module: svg-style.mod ............................. -->
No license file was found, but licenses were detected in source scan.

<!-- ................................................................. -->
<!-- SVG 1.1 Basic Clip Module ....................................... -->
<!-- file: svg-basic-clip.mod
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-basic-clip.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<!-- Basic Clip
clipPath

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

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

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

<!-- Attribute Collections (Default) ................. -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

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

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

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

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

<!-- Document Events Attribute

onunload, onabort, onerror, onresize, onscroll, onzoom

This module defines the DocumentEvents attribute set. -->

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

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

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

<!ENTITY % SVG.onresize.attrib
"onresize %Script.datatype; #IMPLIED"
>
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg-datatypes.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

This module declares common data types for properties and attributes.
<!-- feature specification -->
<!ENTITY % Boolean.datatype "( false | true )" >

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

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

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

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

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

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

<!-- a language code, as per [RFC3066] -->
<!ENTITY % LanguageCode.datatype "NMTOKEN" >

<!-- comma-separated list of language codes, as per [RFC3066] -->
<!ENTITY % LanguageCodes.datatype "CDATA" >

<!-- a <length> -->
<!ENTITY % Length.datatype "CDATA" >

<!-- a list of <length>s -->
<!ENTITY % Lengths.datatype "CDATA" >

<!-- a <number> -->
<!ENTITY % Number.datatype "CDATA" >

<!-- a list of <number>s -->
<!ENTITY % Numbers.datatype "CDATA" >

<!-- opacity value (e.g., <number>) -->
<!ENTITY % OpacityValue.datatype "CDATA" >

<!-- a path data specification -->
<!ENTITY % PathData.datatype "CDATA" >

<!-- 'preserveAspectRatio' attribute specification -->
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-graphevents-attrib.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

<!-- Graphical Element Events Attribute

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

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

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

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

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

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

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

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

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

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

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

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

<!ENTITY % SVG.GraphicalEvents.attrib "%SVG.onfocusin.attrib; %SVG.onfocusout.attrib; %SVG.onactivate.attrib;" >
This is SVG, a language for describing two-dimensional graphics in XML. Copyright 2001, 2002 W3C (MIT, INRIA, Keio), All Rights Reserved. Revision: $Id: svg-pattern.mod 1733416 2016-03-03 07:07:13Z gadams$

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

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

This module declares markup to provide support for pattern fill.
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLink.attrib "" >
<!ENTITY % SVG.External.attrib "" >

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

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

<!ENTITY % SVG.Pattern.class
"| %SVG.pattern.qname; %SVG.Pattern.extra.class;"
>

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

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

<!ENTITY % SVG.Presentation.attrib
"%SVG.Container.attrib;
%SVG.Viewport.attrib;
%SVG.Text.attrib;
%SVG.TextContent.attrib;
%SVG.Font.attrib;
%SVG.Paint.attrib;
%SVG.Color.attrib;
%SVG.Opacity.attrib;
%SVG.Graphics.attrib;
%SVG.Marker.attrib;
%SVG.Profile.attrib;
%SVG.Gradient.attrib;
%SVG.Clip.attrib;
%SVG.Mask.attrib;
%SVG.Filter.attrib;
This is SVG, a language for describing two-dimensional graphics in XML.
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Revision: $Id: svg11-attribs.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

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

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

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

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

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

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

<!-- ....................................................................... -->
<!-- SVG 1.1 Filter Module ............................................... -->
<!-- file: svg-filter.mod
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Revision: $Id: svg-filter.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

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

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

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

<!ENTITY % FilterValue.datatype "CDATA" >

<!ENTITY % NumberOptionalNumber.datatype "CDATA" >

<!ENTITY % SVG.filter.qname "filter" >
<!ENTITY % SVG.feBlend.qname "feBlend" >
<!ENTITY % SVG.feColorMatrix.qname "feColorMatrix" >
<!ENTITY % SVG.feComponentTransfer.qname "feComponentTransfer" >
<!ENTITY % SVG.feComposite.qname "feComposite" >
<!ENTITY % SVG.feConvolveMatrix.qname "feConvolveMatrix" >
<!ENTITY % SVG.feDiffuseLighting.qname "feDiffuseLighting" >
<!ENTITY % SVG.feDisplacementMap.qname "feDisplacementMap" >
<!ENTITY % SVG.FilterPrimitive.extra.class "" >

<!ENTITY % SVG.FilterPrimitive.class 
"| %SVG.feBlend.qname; | %SVG.feColorMatrix.qname; 
| %SVG.feComponentTransfer.qname; | %SVG.feComposite.qname; 
| %SVG.feConvolveMatrix.qname; | %SVG.feDiffuseLighting.qname; 
| %SVG.feDisplacementMap.qname; | %SVG.feFlood.qname; 
| %SVG.feGaussianBlur.qname; | %SVG.feImage.qname; | %SVG.feMerge.qname; 
| %SVG.feMorphology.qname; | %SVG.feOffset.qname; 
| %SVG.feSpecularLighting.qname; | %SVG.feTile.qname; 
| %SVG.feTurbulence.qname; %SVG.FilterPrimitive.extra.class;" 
>

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

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

<!ENTITY % SVG.Filter.attrib
"filter %FilterValue.datatype; #IMPLIED 
%SVG.Filter.extra.attrib;"
>

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

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

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

<!ENTITY % SVG.FilterPrimitive.attrib
"x %Coordinate.datatype; #IMPLIED 
y %Coordinate.datatype; #IMPLIED 
width %Length.datatype; #IMPLIED 
height %Length.datatype; #IMPLIED 
result CDATA #IMPLIED 
%SVG.FilterPrimitive.extra.attrib;"
<!ENTITY % SVG.FilterPrimitiveWithIn.attrib "
  +%SVG.FilterPrimitive.attrib;
  in CDATA #IMPLIED
  +%SVG.FilterPrimitiveWithIn.extra.attrib;"
>
<!ENTITY % SVG.Presentation.attrib "
  +%SVG.Container.attrib;
  +%SVG.Viewport.attrib;
  +%SVG.Text.attrib;
  +%SVG.TextContent.attrib;
  +%SVG.Font.attrib;
  +%SVG.Paint.attrib;
  +%SVG.Color.attrib;
  +%SVG.Opacity.attrib;
  +%SVG.Graphics.attrib;
  +%SVG.Marker.attrib;
  +%SVG.Profile.attrib;
  +%SVG.Gradient.attrib;
  +%SVG.Clip.attrib;
  +%SVG.Mask.attrib;
  +%SVG.Filter.attrib;
  +%SVG.FilterColor.attrib;
  +%SVG.Cursor.attrib;
  flood-color %SVGColor.datatype; #IMPLIED
  flood-opacity %OpacityValue.datatype; #IMPLIED
  lighting-color %SVGColor.datatype; #IMPLIED
  +%SVG.Presentation.extra.attrib;"
>
<!ENTITY % SVG.filter.element "INCLUDE" >
<!ENTITY % SVG.filter.content "(( %SVG.Description.class; )*, (%SVG.animate.qname; | %SVG.set.qname;
  +%SVG.FilterPrimitive.class; %SVG.filter.extra.content; )*)"
<!DOCTYPE svg PUBLIC "-//W3C//DTD SVG 1.1//EN" "http://www.w3.org/Graphics/SVG/1.1/DTD/svg11.dtd">

<!-- feMergeNode: Filter Effect Merge Node Element ..... -->

<!-- feMorphology: Filter Effect Morphology Element .... -->

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%SVG.FilterColor.attrib;
%SVG.FilterPrimitiveWithIn.attrib;
operator ( erode | dilate ) 'erode'
radius %NumberOptionalNumber.datatype; #IMPLIED
>
<![-- end of SVG.feMorphology.attlist -->]]>

<!-- feOffset: Filter Effect Offset Element ......... -->

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

<!-- feOffset: Filter Effect Offset Element ......... -->

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

<!-- feSpecularLighting: Filter Effect Specular Lighting Element -->

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

<!-- feSpecularLighting: Filter Effect Specular Lighting Element -->

<![%SVG.feSpecularLighting.element:]
<!ENTITY % SVG.feSpecularLighting.content
"(( %SVG.feDistantLight.qname; | %SVG.fePointLight.qname;
| %SVG.feSpotLight.qname; ), (%SVG.animate.qname; | %SVG.set.qname;
| %SVG.animateColor.qname; %SVG.feSpecularLighting.extra.content; ))" >
<!ELEMENT %SVG.feSpecularLighting.qname; %SVG.feSpecularLighting.content; >
<![-- end of SVG.feSpecularLighting.element -->]]>

<!-- feSpecularLighting: Filter Effect Specular Lighting Element -->

<![%SVG.feSpecularLighting.attlist:]
<!ATTLIST %SVG.feSpecularLighting.qname;
%SVG.Core.attrib;
%SVG.FilterColor.attrib;
%SVG.FilterPrimitiveWithIn.attrib;
dx %Number.datatype; #IMPLIED
dy %Number.datatype; #IMPLIED
>
No license file was found, but licenses were detected in source scan.

dimensional graphics in XML.

The Scalable Vector Graphics (SVG)
(Massachusetts Institute of Technology, Institut National de
Recherche en Informatique et en Automatique, Keio University).
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Author: Jun Fujisawa <fujisawa.jun@canon.co.jp>
Revision: $Id: svg12

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Revision: $Id: svg12

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-
jar/org/apache/batik/dom/svg/resources/svg12-flat.dtd
No license file was found, but licenses were detected in source scan.

<!-- ....................................................................... -->
<!-- SVG 1.1 Basic Filter Module ........................................... -->
<!-- file: svg-basic-filter.mod

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

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

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

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

<!-- Basic Filter

filter, feBlend, feColorMatrix, feComponentTransfer, feComposite,

This module declares markup to provide support for filter effect.

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

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

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

<!-- Attribute Collections (Default) ................... -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient attrib "" >
<!ENTITY % SVG.Clip attrib "" >
<!ENTITY % SVG.FilterPrimitive.attrib "x %Coordinate.datatype; #IMPLIED
 y %Coordinate.datatype; #IMPLIED
 width %Length.datatype; #IMPLIED
 height %Length.datatype; #IMPLIED
 result CDATA #IMPLIED
 %SVG.FilterPrimitive.extra.attrib;"
 >

<!ENTITY % SVG.FilterPrimitiveWithIn.attrib .................. -->

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

<!ENTITY % SVG.FilterPrimitiveWithIn.attrib "%SVG.FilterPrimitive.attrib;
 in CDATA #IMPLIED
 %SVG.FilterPrimitiveWithIn.extra.attrib;"
 >

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

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

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

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

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

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

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

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

<!ENTITY % SVG.feFuncG.element "INCLUDE" >
<![%SVG.feFuncG.element;]
<!ENTITY % SVG.feFuncG.content
  "(( %SVG.animate.qname; | %SVG.set.qname; %SVG.feFuncG.extra.content; )*)" >
<!ELEMENT %SVG.feFuncG.qname; %SVG.feFuncG.content; >
<!ATTLIST %SVG.feFuncG.qname;
  %SVG.Core.attrib;
  type ( identity | table | discrete | linear | gamma ) #REQUIRED
  tableValues CDATA #IMPLIED
  slope %Number.datatype; #IMPLIED
  intercept %Number.datatype; #IMPLIED
  amplitude %Number.datatype; #IMPLIED
  exponent %Number.datatype; #IMPLIED
  offset %Number.datatype; #IMPLIED
>
<!-- end of SVG.feFuncG.element -->]]>
dimensional graphics in XML.

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Revision: $Id: svg11.dtd 1733416 2016-03-03 07:07:13Z gadams $

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

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

This module defines the Paint and Color attribute sets.
-->
SVG 1.1 Basic DTD

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

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

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

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

....................................................................... -->
This module declares markup to provide support for alternate glyph.

<!-- 'baseline-shift' property/attribute value (e.g., 'baseline', 'sub', etc.) -->
<!ENTITY % BaselineShiftValue.datatype "CDATA" >

<!-- 'font-family' property/attribute value (i.e., list of fonts) -->
<!ENTITY % FontFamilyValue.datatype "CDATA" >

<!-- 'font-size' property/attribute value -->
<!ENTITY % FontSizeValue.datatype "CDATA" >

<!-- 'font-size-adjust' property/attribute value -->
<!ENTITY % FontSizeAdjustValue.datatype "CDATA" >

<!-- 'glyph-orientation-horizontal' property/attribute value (e.g., <angle>) -->
<!ENTITY % GlyphOrientationHorizontalValue.datatype "CDATA" >

<!-- 'glyph-orientation-vertical' property/attribute value (e.g., 'auto', <angle>) -->
<!ENTITY % GlyphOrientationVerticalValue.datatype "CDATA" >

<!-- 'kerning' property/attribute value (e.g., 'auto', <length>) -->
<!ENTITY % KerningValue.datatype "CDATA" >

<!-- 'letter-spacing' or 'word-spacing' property/attribute value (e.g., 'normal', <length>) -->
<!ENTITY % SpacingValue.datatype "CDATA" >

<!-- 'text-decoration' property/attribute value (e.g., 'none', 'underline') -->
<!ENTITY % TextDecorationValue.datatype "CDATA" >

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

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

<!-- Attribute Collections (Default) ..................... -->
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-text.mod
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* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/Messages.properties
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<!-- ----------------------------------------------------------------- -->
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:
<!-- Basic Font

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

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

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

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

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

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.XLinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >
Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-basic-font.mod
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Revision: $Id: svg-conditional.mod 1733416 2016-03-03 07:07:13Z gadams $

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

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

switch

This module declares markup to provide support for conditional processing. -->

<!-- extension list specification -->
<!ENTITY % ExtensionList.datatype "CDATA" >

<!-- feature list specification -->
<!ENTITY % FeatureList.datatype "CDATA" >

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

<!-- Attribute Collections (Default) ................. -->
<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Container.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Text.attrib "" >
<!ENTITY % SVG.TextContent.attrib "" >
<!ENTITY % SVG.Font.attrib "" >
<!ENTITY % SVG.Paint.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Marker.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Gradient.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.Filter.attrib "" >
<!ENTITY % SVG.FilterColor.attrib "" >
<!ENTITY % SVG.GrapicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Conditional.class ............................. -->
<!ENTITY % SVG.Conditional.class "" >
<!ENTITY % SVG.Conditional.class "| %SVG.switch.qname; %SVG.Conditional.extra.class;" >

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

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

<!-- switch: Switch Element ................................ -->
<!ENTITY % SVG.switch.extra.content "" >

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

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

This module defines the Graphics attribute set.

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

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

<!ENTITY % SVG.pointer-events.attrib
 "pointer-events ( visiblePainted | visibleFill | visibleStroke | visible |
        painted | fill | stroke | all | none | inherit )
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

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

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

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

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

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

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

<!ENTITY % SVG.XLinkRequired.attrib
"%XLINK.xmlns.attrib;
 %XLINK.pfx:type ( simple ) #FIXED 'simple'
 %XLINK.pfx:href %URI.datatype; #REQUIRED
 %XLINK.pfx:role %URI.datatype; #IMPLIED
 %XLINK.pfx:arcrole %URI.datatype; #IMPLIED
 %XLINK.pfx:title CDATA #IMPLIED
 %XLINK.pfx:show ( other ) 'other'
 %XLINK.pfx:actuate ( onLoad ) #FIXED 'onLoad'
 %SVG.XLinkRequired.extra.attrib;" >

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

<!ENTITY % SVG.XLinkEmbed.attrib
"%XLINK.xmlns.attrib;
 %XLINK.pfx:type ( simple ) #FIXED 'simple'
 %XLINK.pfx:href %URI.datatype; #REQUIRED
 %XLINK.pfx:role %URI.datatype; #IMPLIED
 %XLINK.pfx:arcrole %URI.datatype; #IMPLIED
 %XLINK.pfx:title CDATA #IMPLIED

%XLINK.pfx:show ( embed ) 'embed'
%XLINK.pfx:actuate ( onLoad ) #FIXED 'onLoad'
%SVG.XLinkEmbed.extra.attrib;"
>

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

<!ENTITY % SVG.XLinkReplace.attrib "%XLINK.xmlns.attrib;
  %XLINK.pfx:type ( simple ) #FIXED 'simple'
  %XLINK.pfx:href %URI.datatype; #REQUIRED
  %XLINK.pfx:role %URI.datatype; #IMPLIED
  %XLINK.pfx:arcrole %URI.datatype; #IMPLIED
  %XLINK.pfx:title CDATA #IMPLIED
  %XLINK.pfx:show ( new | replace ) 'replace'
  %XLINK.pfx:actuate ( onRequest ) #FIXED 'onRequest'
  %SVG.XLinkReplace.extra.attrib;"  
>

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

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

<!!-- SVG 1.1 Scripting Module ---------------------------------------- -->

<!!-- file: svg-script.mod

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

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

<!!-- Scripting

script

This module declares markup to provide support for scripting. -->
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PUBLIC "-/W3C/ELEMENTS SVG 1.1 Font//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-font.mod"

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

<!-- Font

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

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

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

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

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

<ENTITY % SVG.Color.attrib "" >
<ENTITY % SVG.Paint.attrib "" >
<ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.font.extra.content "" >

<!ENTITY % SVG.font.element "INCLUDE" >
<![%SVG.font.element;>
<!ENTITY % SVG.font.content
"(( %SVG.Description.class; )*, %SVG.font-face.qname;, %SVG.missing-glyph.qname;, ( %SVG.glyph.qname; | %SVG hkern.qname; | %SVG.vkern.qname; %SVG.font.extra.content; )*)" >
<!ELEMENT %SVG.font.qname; %SVG.font.content; >
<!ENTITY % SVG.font.attlist "INCLUDE" >
<![%SVG.font.attlist;[
<!ATTLIST %SVG.font.qname;
%SVG.Core.attrib;
%SVG.Style.attrib;
%SVG.Presentation.attrib;
%SVG.External.attrib;
horiz-origin-x %Number.datatype; #IMPLIED
horiz-origin-y %Number.datatype; #IMPLIED
horiz-adv-x %Number.datatype; #REQUIRED
vert-origin-x %Number.datatype; #IMPLIED
vert-origin-y %Number.datatype; #IMPLIED
vert-adv-y %Number.datatype; #IMPLIED
>}
<!ENTITY-face: Font Face Element ...................... -->

<!ENTITY % SVG.font-face.extra.content "" >

<!ENTITY % SVG.font-face.element "INCLUDE" >
<![%SVG.font-face.element;>
<!ENTITY % SVG.font-face.content
"(( %SVG.Description.class; )*, %SVG.font-face-src.qname;?, %SVG.definition-src.qname;? %SVG.font-face.extra.content; )" >
<!ELEMENT %SVG.font-face.qname; %SVG.font-face.content; >
<!ENTITY % SVG.font-face.attlist "INCLUDE" >
<![%SVG.font-face.attlist;[
<!ATTLIST %SVG.font-face.qname;
%SVG.Core.attrib;
font-family CDATA #IMPLIED
>
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Revision: $Id: svg11

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

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

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

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

<!-- SVG 1.1 Tiny Document Model

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

<!-- Content Models (Default) ......................... -->

<!ENTITY % SVG.Marker.class "" >
<!ENTITY % SVG.Profile.class "" >
<!ENTITY % SVG.Gradient.class "" >
<!ENTITY % SVG.Pattern.class "" >
<!ENTITY % SVG.Clip.class "" >
<!ENTITY % SVG.Mask.class "" >
<!ENTITY % SVG.Filter.class "" >
<!ENTITY % SVG.FilterPrimitive.class "" >
<!ENTITY % SVG.Cursor.class "" >

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

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

<!ENTITY % SVG.Use.extra.class "" >
<!ENTITY % SVG.Use.class
"| %SVG.use.qname; %SVG.Use.extra.class;"
>
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Revision: $Id: svg-animation.mod 1733416 2016-03-03 07:07:13Z gadams $

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

This module declares markup to provide support for animation.

<!-- Qualified Names (Default) ....................... -->

<!ENTITY % SVG.animate.qname "animate" >
<!ENTITY % SVG.set.qname "set" >
<!ENTITY % SVG.animateMotion.qname "animateMotion" >
<!ENTITY % SVG.animateColor.qname "animateColor" >
<!ENTITY % SVG.animateTransform.qname "animateTransform" >
<!ENTITY % SVG.mpath.qname "mpath" >

<!-- Attribute Collections (Default) ................ -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.AnimationEvents.attrib "" >
<!ENTITY % SVG.Xlink.attrib "" >
<!ENTITY % SVG.XlinkRequired.attrib "" >
<!ENTITY % SVG.External.attrib "" >

<!-- SVG.Animation.class ......................... -->

<!ENTITY % SVG.Animation.extra.class "" >
<!ENTITY % SVG.Animation.class>
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This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ENTITIES SVG 1.1 Viewport Attribute//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-viewport-attrib.mod"

---

<!-- Viewport Attribute

clip, overflow

This module defines the Viewport attribute set.
-->

<!-- 'clip' property/attribute value (e.g., 'auto', rect(...)) -->
<!ENTITY % ClipValue.datatype "CDATA" >

<!ENTITY % SVG.clip.attrib
  "clip %ClipValue.datatype; #IMPLIED"
>

<!ENTITY % SVG.overflow.attrib
  "overflow ( visible | hidden | scroll | auto | inherit ) #IMPLIED"
>

<!ENTITY % SVG.Viewport.extra.attrib "" >

<!ENTITY % SVG.Viewport.attrib
  "%SVG.clip.attrib;
  %SVG.overflow.attrib;
  %SVG.Viewport.extra.attrib;"
>

<!-- end of svg-viewport-attrib.mod -->

Found in path(s):
* /opt/cola/permits/1146878524_1616835142.61/0/batik-svg-dom-1-13-sources-1-jar/org/apache/batik/dom/svg/resources/svg-viewport-attrib.mod

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PUBLIC "-/W3C/ELEMENTS SVG 1.1 Basic Text//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-basic-text.mod"

-----------------------------------------------

<!-- Basic Text

text, altGlyph, altGlyphDef, glyphRef

This module declares markup to provide support for text.

-->
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Revision: $Id: svg-image.mod 1733416 2016-03-03 07:07:13Z gadams $

This DTD module is identified by the PUBLIC and SYSTEM identifiers:

PUBLIC "-//W3C//ELEMENTS SVG 1.1 Image//EN"
SYSTEM "http://www.w3.org/Graphics/SVG/1.1/DTD/svg-image.mod"

....................................................................... -->

<!-- Image

image

This module declares markup to provide support for image. -->

<!-- Qualified Names (Default) ......................... -->

<!ENTITY % SVG.image.qname "image" >

<!-- Attribute Collections (Default) ................. -->

<!ENTITY % SVG.Core.attrib "" >
<!ENTITY % SVG.Conditional.attrib "" >
<!ENTITY % SVG.Style.attrib "" >
<!ENTITY % SVG.Viewport.attrib "" >
<!ENTITY % SVG.Color.attrib "" >
<!ENTITY % SVG.Opacity.attrib "" >
<!ENTITY % SVG.Graphics.attrib "" >
<!ENTITY % SVG.Profile.attrib "" >
<!ENTITY % SVG.Clip.attrib "" >
<!ENTITY % SVG.Mask.attrib "" >
<!ENTITY % SVG.GraphicalEvents.attrib "" >
<!ENTITY % SVG.Cursor.attrib "" >

....................................................................... -->
1.2156 puppeteer 1.11.0

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1.2158 mime-pull 1.9.6

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1.2159 transaction-api 1.1

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jar/io/netty/buffer/PooledUnsafeHeapByteBuf.java
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1.2169 jetty-continuation 9.4.41.v20210516

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1.2177 jetty-webapp 9.3.27.v20190418

1.2178 annotations 3.0.1

1.2179 velocity 2.0

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1.2181 map-cache 0.2.2 0.2.2

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modules-commonjs 6.26.2 6.26.2
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1.2187 drill-java-exec 1.19.0

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1.2191 ini 2.0.0

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1.2192 babel-eslint 6.1.2
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1.2193 ncp 2.0.0 2.0.0
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1.2194 string-replace-async 2.0.0
1.2194.1 Available under license :
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1.2195 finalhandler 0.4.1 0.4.1
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1.2197 ini 1.3.5 1.3.5
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1.2200 esprima 4.0.1
1.2200.1 Available under license:
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1.2201 kotlin 1.3.72
1.2201.1 Available under license:

No license file was found, but licenses were detected in source scan.
Kotlin.kotlin.reflect.KMutableProperty1 |\n });\n immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty1 |\n };\n};\n\nfunction getPropertyName(cache) {\n baseClass: null,\n functions: {},\n properties: {},\n types: {},\n staticMembers: {}\n }\n\nreturn cache.value.value.valueOf() \n+ "/"; /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */

Kotlin.toShort = function (a) {\n    return (a & 0xFFFF) << 16 >\n}

Kotlin.toByte = function (a) {\n    return (a & 0xFF) << 24 >\n}

Kotlin.toChar = function (a) {\n    return a & 0xFFFF;\n}

Kotlin.numberToLong = function (a) {\n    return a instanceof Kotlin.Long ? a :\n    Kotlin.parseLong(a.toString());\n};\n
Kotlin.numberToInt = function (a) {\n    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);\n};\n
Kotlin.numberToShort = function (a) {\n    return Kotlin.toShort(Kotlin.numberToInt(a));\n};\n
Kotlin.numberToByte = function (a) {\n    return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n
Kotlin.numberToDouble = function (a) {\n    return +a;\n};\n
Kotlin.numberToChar = function (a) {\n    return a & 0xFFFF;\n};

Kotlin.equals = function (obj1, obj2) {\n    if (obj1 == null) {\n        return obj2 ==\n    }

    if (obj2 == null) {\n        return false;\n    }

    if (obj1 !== obj1) {\n        return obj2 !== obj2;\n    }

    if (typeof obj1 === "object" && typeof obj1.equals === "function") {\n        return obj1.equals(obj2);\n    }

    if (typeof obj1 === "number" && typeof obj2 === "number") {\n        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);\n    }

    return obj1 === obj2;\n};\n
Kotlin.hashCode = function (obj) {\n    if (obj == null) {\n        return 0;\n    }

    var objType = typeof obj;
    if ("object" === objType) {\n        return "function" === typeof obj.hashCode ? obj.hashCode() :\n    }

    if ("function" === objType) {\n        return "number" ===\n    }

    var str = String(obj);\n    return getHexStringHashCode(str);\n};\n
Kotlin.identityHashCode = getHexStringHashCode;\n\n/**\n * Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as signed* integers. See the from* functions below for more details\n */

Kotlin.parseLong = function (s) {\n    return s.valueOf() \n+ "/"; /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */

Kotlin.parseInt = function (s) {\n    return +s;\n};\n
Kotlin.parseDouble = function (s) {\n    return +s;\n};

Kotlin.parseChar = function (s) {\n    return s.valueOf();\n};

Kotlin.parseLongFromNumber = function (s) {\n    return s.valueOf();\n};\n
Kotlin.parseIntFromNumber = function (s) {\n    return +s;\n};\n
Kotlin.parseDoubleFromNumber = function (s) {\n    return +s;\n};

Kotlin.parseCharFromNumber = function (s) {\n    return s.valueOf();\n};

Kotlin.parseLongFromChar = function (s) {\n    return s.valueOf();\n};\n
Kotlin.parseIntFromChar = function (s) {\n    return +s;\n};\n
Kotlin.parseDoubleFromChar = function (s) {\n    return +s;\n};

Kotlin.parseCharFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseLongFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseIntFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromLong = function (s) {\n    return +s;\n};

Kotlin.parseLongFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromChar = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromChar = function (s) {\n    return +s;\n};

Kotlin.parseCharFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseIntFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromLong = function (s) {\n    return +s;\n};

Kotlin.parseLongFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromChar = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromChar = function (s) {\n    return +s;\n};

Kotlin.parseCharFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseIntFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromLong = function (s) {\n    return +s;\n};

Kotlin.parseLongFromInt = function (s) {\n    return +s;\n};

Kotlin.parseIntFromChar = function (s) {\n    return +s;\n};

Kotlin.parseDoubleFromChar = function (s) {\n    return +s;\n};

Kotlin.parseCharFromDouble = function (s) {\n    return +s;\n};

Kotlin.parseIntFromDouble = function (s) {\n    return +s;\n};
convenient ways of constructing Longs. The internal representation of a long is the two given signed, 32-bit values. We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign.

In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE or MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

```javascript
Kotlin.Long = function(low, high) {
  this.low_ = low | 0;  // force into 32 signed bits.
  this.high_ = high | 0;  // force into 32 signed bits.
};
```

```javascript
Kotlin.Long.fromInt = function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
  }
  return obj;
};
```

```javascript
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so as to minimize
  // the calls to the very expensive emulated div. 
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var value = parseInt(str.substring(i, i + size), radix);
    if (size < 8) {
      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
    }
    result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
  }
  return result;
};
```
```
This must appear before the first call to any from function below:

```
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) ==
  1;
};

Kotlin.Long.prototype.equalsLong = function(other) {
  return this.compare(other) ==
  0;
};

Kotlin.Long.prototype.lessThan = function(other) {
  return this.compare(other) <
  0;
};

Kotlin.Long.prototype.lessThanOrEqual =
  function(other) {
    return this.compare(other) <=
    0;
};

Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) >
  0;
};

Kotlin.Long.prototype.greaterThanOrEqual =
  function(other) {
    return this.compare(other) >=
    0;
};

Kotlin.Long.prototype.add = function(other) {
  // Divide each number into 4 chunks of 16 bits, and
  // then sum the chunks.
  var a48 = this.high_ >>> 16;
  var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ &
  0xFFFF;
  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

  var c00 += a00 + b00;
  var c16 += c00 >>> 16;
  var c00 &= 0xFFFF;

  var c16 += a16 + b16;
  var c32 += c16 >>> 16;
  var c16 &=
  0xFFFF;

  var c32 += a32 + b32;
  var c48 += c32 >>> 16;
  var c32 &= 0xFFFF;

  return Kotlin.Long.fromBits((c16 << 16) |
   c00, (c48 << 16) | c32);
};

Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};

Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return this.isOdd() ?
    Kotlin.Long.MIN_VALUE :
    Kotlin.Long.ZERO;
  } else if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    var a48 = this.high_ >>> 16;
    var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

  var c00 += a00 + b00;
  var c16 += c00 >>> 16;
  var c00 &= 0xFFFF;

  var c16 += a16 + b16;
  var c32 += c16 >>> 16;
  var c16 &=
  0xFFFF;

  var c32 += a32 + b32;
  var c48 += c32 >>> 16;
  var c32 &= 0xFFFF;

  return Kotlin.Long.fromBits((c16 << 16) |
   c00, (c48 << 16) | c32);
};

Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};

Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return this.isOdd() ?
    Kotlin.Long.MIN_VALUE :
    Kotlin.Long.ZERO;
  } else if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    var a48 = this.high_ >>> 16;
    var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;

  var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

  var c00 += a00 + b00;
  var c16 += c00 >>> 16;
  var c00 &= 0xFFFF;

  var c16 += a16 + b16;
  var c32 += c16 >>> 16;
  var c16 &=
  0xFFFF;

  var c32 += a32 + b32;
  var c48 += c32 >>> 16;
  var c32 &= 0xFFFF;

  return Kotlin.Long.fromBits((c16 << 16) |
   c00, (c48 << 16) | c32);
};

Kotlin.Long.prototype.subtract = function(other) {
  return this.add(other.negate());
};

Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return this.isOdd() ?
    Kotlin.Long.MIN_VALUE :
    Kotlin.Long.ZERO;
  } else if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
    var a48 = this.high_ >>> 16;
    var a32 = this.high_ & 0xFFFF;
  var a16 = this.low_ >>> 16;
  var a00 = this.low_ & 0xFFFF;
  var b48 = other.high_ >>> 16;
  var b32 = other.high_ &
0xFFFF;

var b16 = other.low_ >>> 16;
var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;
var c00 += a00 * b00;
var c16 += a16 * b00;
var c32 += a32 * b00;
var c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;

return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);

/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {Kotlin.Long} Returns this Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.NEG_ONE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so [this/other] < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.div(other).shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {
        return other.isNegative() ? Kotlin.Long.ONE :
          Kotlin.Long.NEG_ONE;
      } else {
        var rem = this.subtract(other.multiply(approx));
        var result = approx.add(rem.div(other));
        return result;
      }
    }
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.ZERO;
  }

  if (this.isNegative()) {
    if (other.isNegative()) {
      return this.negate().div(other.negate());
    } else {
      return this.negate().div(other).negate();
    }
  } else if (other.isNegative()) {
    return this.div(other.negate()).negate();
  }

  // Repeat the following until the remainder is less than other:  find an
  // floating-point that approximates remainder / other *from below*, add this
  // into the result, and subtract it from the remainder.  It is critical that
  // the approximate value is less than or equal to the real value so that the
  // remainder never becomes negative.
  var res = Kotlin.Long.ZERO;
  var rem = this;
  while (rem.greaterThanOrEqual(other)) {
    // Approximate the result of division. This may be a little greater or
    // smaller than the actual value.
    var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));
    // We will tweak the approximate result by changing it in the 48-th digit or
    // the smallest non-fractional digit, whichever is larger.
    var log2 = Math.ceil(Math.log(approx) / Math.LN2);
    var delta = (log2 <= 48) ? 1 :
      Math.pow(2, log2 - 48);
    var approxRem = approxRem.multiply(other);
    while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
      approx -= delta;
      approxRem = approxRem.multiply(other);
    }
    // We know the answer can't be zero... and actually, zero would cause an
    // infinite recursion since we would make no progress.
    if (approxRem.isZero()) {
      approxRem = Kotlin.Long.ZERO;
    }
    res = res.add(approxRem);
    rem = rem.subtract(approxRem);
  }
  return res;
}

/**
 * Returns the bitwise-NOT of this value.
 * @return {Kotlin.Long} The bitwise-NOT of this value.
 */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                              ~this.high_);
}

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other Long by which to AND.
 * @return {Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                               this.high_ & other.high_);
}

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other Long by which to XOR.
 * @return {Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
          low << numBits,
          (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
};

Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
};

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
    }
  }
};

Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.compareTo_11rb$ =
Kotlin.Long.prototype.compare;

Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv =
Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
};

function throwMarkerError() {
    throw new Error("This marker function should never been called.\n" + 
"Looks like compiler did not eliminate it properly.\n" + 
"Please, report an issue if you caught this exception.\n");
}

Kotlin.Long.prototype.isTypeOf = function(type) {
    return function (object) {
        return typeof object === type;
    }
};

Kotlin.Long.prototype.isInstanceOf = function (klass) {
    return function (object) {
        return Kotlin.isType(object,
        klass);
    }
};

Kotlin.suspendCall = function(value) {
    return value;
};

Kotlin.coroutineResult = function(qualifier)
{throwMarkerError();}

Kotlin.coroutineController = function(qualifier)
{throwMarkerError();}

Kotlin.coroutineReceiver = function(qualifier)
{throwMarkerError();}

Kotlin.setCoroutineResult = function(value, qualifier)
{throwMarkerError();}

Kotlin.getReifiedTypeParameterKType = function(typeParameter)
{throwMarkerError();}

Kotlin.throwMarkerError = function() {
    throw new Error("This marker function should never been called.\n" + 
"Looks like compiler did not eliminate it properly.\n" + 
"Please, report an issue if you caught this exception.\n");
};

Kotlin.getFunctionById = function(id, defaultValue) {
    return function() {
        return defaultValue;
    }
};
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```javascript
Kotlin.compareTo = function (a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
        if (typeof b === "number") {
            return Kotlin.doubleCompareTo(a, b);
        }
        return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
        return a.compareTo_11rb$(b);
    }
    return a !== a ? (b !== b ? 0 : 1) : -1;
}
Kotlin.doubleCompareTo = function (a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    if (a === b) {
        if (a !== 0) return 0;
        var ia = 1 / a;
        return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
    }
    return a !== a ? (b !== b ? 0 : 1) : -1;
}
Kotlin.primitiveCompareTo = function (a, b) {
    return a < b ? -1 : a > b ? 1 : 0;
}
Kotlin.doubleToRawBits = function (value) {
    return Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);
}
Kotlin.doubleToRawBits = function (value) {
    bufFloat64[0] = value;
    return bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;
}
Kotlin.isNaN = function (x) {
    return x !== x;
}
Kotlin.numberHashCode = function (obj) {
    if ((obj | 0) === obj) {
        return obj | 0;
    } else {
        bufFloat64[0] = obj;
        return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0);
    }
}
Kotlin.pure = function () {
    var epsilon = 2.220446049250313E-16;
    var taylor_2_bound = Math.sqrt(epsilon);
    var taylor_n_bound = Math.sqrt(taylor_2_bound);
    var upper_taylor_2_bound = 1/taylor_2_bound;
    var upper_taylor_n_bound = 1/taylor_n_bound;
}
```

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var y1 = 1 / y;
if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);
return (y + y1) / 2;
} else if (typeof Math.tanh === "undefined") {
  Math.tanh = function(x) {
    var result = x;
    var Math.abs(x) < Math.abs(taylor_n_bound) {
      result = (x * x) / 3;
    } else {
      var a = Math.abs(x1) / Math.abs(x);
      var b = Math.abs(x2) / Math.abs(x);
      var c = Math.abs(x3) / Math.abs(x);
      var d = Math.abs(x4) / Math.abs(x);
      var result = x + a + b + c + d;
    }
    return result;
  }
} else if (Math.abs(x) >= Math.abs(taylor_n_bound))
return Math.abs(x);
else
return Math.exp(x);

if (typeof Math.atan === "undefined") {
  Math.atan = function(x) {
    var y = Math.abs(x);
    return Math.atan(Math.abs(y));
  }
} else if (y >= taylor_n_bound)
return Math.atan(Math.abs(y));
else
return Math.atan(y);

if (typeof Math.sinh === "undefined") {
  Math.sinh = function(x) {
    var a = x;
    var b = x2 / 2;
    var c = x3 / 6;
    var d = x4 / 24;
    var result = a + b + c + d;
    return result;
  }
} else if (x >= Math.abs(taylor_n_bound))
return Math.sinh(x);
else
return Math.sinh(x);

if (typeof Math.cosh === "undefined") {
  Math.cosh = function(x) {
    var a = x;
    var b = x2 / 2;
    var c = x3 / 6;
    var d = x4 / 24;
    var result = a + b + c + d;
    return result;
  }
} else if (x >= Math.abs(taylor_n_bound))
return Math.cosh(x);
else
return Math.cosh(x);

if (typeof Math.tanh === "undefined") {
  Math.tanh = function(x) {
    var y = Math.abs(x);
    return Math.tanh(Math.abs(y));
  }
} else if (y >= Math.abs(taylor_n_bound))
return Math.tanh(y);
else
return Math.tanh(y);

if (typeof Math.sinh === "undefined") {
  Math.sinh = function(x) {
    var a = x;
    var b = x2 / 2;
    var c = x3 / 6;
    var d = x4 / 24;
    var result = a + b + c + d;
    return result;
  }
} else if (x >= Math.abs(taylor_n_bound))
return Math.sinh(x);
else
return Math.sinh(x);

if (typeof Math.cosh === "undefined") {
  Math.cosh = function(x) {
    var a = x;
    var b = x2 / 2;
    var c = x3 / 6;
    var d = x4 / 24;
    var result = a + b + c + d;
    return result;
  }
} else if (x >= Math.abs(taylor_n_bound))
return Math.cosh(x);
else
return Math.cosh(x);

if (typeof Math.tanh === "undefined") {
  Math.tanh = function(x) {
    var y = Math.abs(x);
    return Math.tanh(Math.abs(y));
  }
} else if (y >= Math.abs(taylor_n_bound))
return Math.tanh(y);
else
return Math.tanh(y);
```
Object(this);

      // Steps 3-5.
      var len = O.length >>> 0;

      // Steps 6-7.
      var k = relativeStart < 0 ?
        Math.max(len + relativeStart, 0) :
        Math.min(relativeStart, len);

      // Step 8.
      var start = arguments[1];

      // Step 9.
      var relativeStart = start >> 0;

      // Step 10.
      var end = arguments[2];

      // Step 11.
      var final = relativeEnd < 0 ?
        Math.max(len + relativeEnd, 0) :
        Math.min(relativeEnd, len);

      // Step 12.
      while (k < final) {
        O[k] = value;
        k++;
      }

      // Step 13.
      return O;
    };
}

(function() {
    function normalizeOffset(offset, length) {
        if (offset < 0) return Math.max(0, offset + length);
        return offset;
    }
    function typedArraySlice(begin, end) {
        if (typeof end === "undefined")
            end = this.length;
        if (typeof begin === "undefined")
            begin = 0;
        begin = normalizeOffset(begin, this.length);
        end = Math.max(begin, normalizeOffset(end, this.length));
        var array = this.subarray(begin, end);
        var length = array.length;
        if (typeof TypedArray.prototype.slice === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'slice', {
                value: function(self, array) {
                    return new this.constructor(self.subarray(begin, end));
                }
            });
        }
        return array.slice(begin, end);
    }

    var arrays = [Int8Array, Int16Array, Uint16Array, Int32Array, Float32Array, Float64Array];
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.fill === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'fill', {
                value: Array.prototype.fill
            });
        }
        if (typeof TypedArray.prototype.slice === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'slice', {
                value: typedArraySlice
            });
        }
    }

    // Patch apply to work with TypedArrays if needed.
    try {
        (function() {}).apply(null, new Int32Array(0))
    } catch (error) {
        var apply = Function.prototype.apply;
        Object.defineProperty(Function.prototype, 'apply', {
            get: function() {
                return apply.call(this, arguments);
            }
        });
    }

    // Patch map to work with TypedArrays if needed.
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.map === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'map', {
                get: function(callback, self) {
                    return new this.constructor(self).map(callback, self);
                }
            });
        }
    }

    // Patch sort to work with TypedArrays if needed.
    for (var i = 0; i < arrays.length; ++i) {
        var TypedArray = arrays[i];
        if (typeof TypedArray.prototype.sort === "undefined") {
            Object.defineProperty(TypedArray.prototype, 'sort', {
                get: function(compareFunction) {
                    return this.constructor(this).sort(compareFunction);
                }
            });
        }
    }
})();

/*
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 */

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "object"
};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return propertyDescriptor.value;
    }

    Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
    return Kotlin.callGetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
};

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        propertyDescriptor.value = value;
        return function() {
            Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
        };
    }

    Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
    return function() {
        Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
    };

    Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
    return function() {
        Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
    };

    Kotlin.callSetter(thisObject, propertyDescriptor.get.call(thisObject), propertyName);
};

Kotlin.isInheritenceFromInterface = function(ctor, iface) {
    if (ctor === iface) return true;
    if (ctor.prototype && Object.getPrototypeOf(ctor.prototype).constructor === iface) return true;
    return Kotlin.isInheritenceFromInterface(ctor, iface);
};
```
superPrototype != null ? superPrototype.constructor : null;

return superConstructor != null &&

isInheritanceFromInterface(superConstructor, iface);

Object

switch (typeof object) {

case 'string':

case 'number':

default:

return return object instanceof

Object

if (object == null || class == null || (typeof object !== 'object' && typeof object !== 'function')) {

return false;

} else if (typeof class === 'function' && & object instanceof class) {

return true;

} else if (metaData.kind === Kotlin.Kind.OBJECT) {

return return object == class;

} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&

object.constructor != null) {

return isInheritanceFromInterface(object.constructor, klass);

} else {

return return object instanceof class;

} else if (metaData.kind === Kotlin.Kind.OBJECT) {

return return object == class;

} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&

object.constructor != null) {

return isInheritanceFromInterface(object.constructor, klass);

} else {

return return object instanceof class;

}

if (metaData.kind === Kotlin.Kind.OBJECT) {

return return object == class;

} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&

object.constructor != null) {

return isInheritanceFromInterface(object.constructor, klass);

} else {

return return object instanceof class;

}

if (metaData.kind === Kotlin.Kind.OBJECT) {

return return object == class;

} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&

object.constructor != null) {

return isInheritanceFromInterface(object.constructor, klass);

} else {

return return object instanceof class;

}

if (metaData.kind === Kotlin.Kind.OBJECT) {

return return object == class;

} else if (klassMetadata.kind === Kotlin.Kind.INTERFACE &&

object.constructor != null) {

return isInheritanceFromInterface(object.constructor, klass);

} else {

return return object instanceof class;

}
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component1(): Float \{ return get(0) * \}$**\n* Returns 1st *element* from the array.$**\n* If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component1(): Double \{ return get(0) * \}$**\n* Returns 1st *element* from the array.$**\n* If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component1(): Boolean \{ return get(0) * \}$**\n* Returns 1st *element* from the array.$**\n* If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun CharArray.component1(): Char \{ return get(0) * \}$**\n* Returns 1st *element* from the array.$**\n* If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun <T> Array<out T>.component2(): T \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component2(): Byte \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component2(): Short \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun IntArray.component2(): Int \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun LongArray.component2(): Long \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component2(): Float \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component2(): Double \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component2(): Boolean \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun CharArray.component2(): Char \{ return get(1) * \}$**\n* Returns 2nd *element* from the array.$**\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun <T> Array<out T>.component3(): T \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun ByteArray.component3(): Byte \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun ShortArray.component3(): Short \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun IntArray.component3(): Int \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun LongArray.component3(): Long \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun FloatArray.component3(): Float \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun DoubleArray.component3(): Double \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun BooleanArray.component3(): Boolean \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$

*\@kotlin.internal.InlineOnly\public inline operator fun CharArray.component3(): Char \{ return get(2) * \}$**\n* Returns 3rd *element* from the array.$**\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS$ * where the behavior is unspecified.$
Returns 3rd *element* from the array.
If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

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If the size of this array is less than 3, throws an
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If the size of this array is less than 3, throws an
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where the behavior is unspecified.

Returns 3rd *element* from the array.
If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 3rd *element* from the array.
If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 3rd *element* from the array.
If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 4th *element* from the array.
If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 5th *element* from the array.
If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.

Returns 5th *element* from the array.
If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return 
        get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return 
        get(4)
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun CharArray.elementAt(index: Int): Char

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}
public expect fun LongArray.elementAt(index: Int): Long

public expect fun DoubleArray.elementAt(index: Int): Double

public expect fun BooleanArray.elementAt(index: Int): Boolean

public expect fun CharArray.elementAt(index: Int): Char

public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or 'null' if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
}
matching the predicate.

```java
public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.
```

```java
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}
```

```java
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}
```

```java
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```java
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    returnnull
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```kotlin
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementeException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

This code snippet demonstrates how to access the last element of an array in Kotlin, including handling cases where the array is empty. It uses the `last()` function for different types of arrays (e.g., `IntArray`, `LongArray`, `FloatArray`) and includes error handling with `NoSuchElementException` to gracefully handle empty arrays.
(predicate(element)) return element
    }
    return null
}

/**
 * Returns last index of [element], or -1 if the array does not contain
 * Any fun ByteArray.lastIndexOf(element: Byte): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun ByteArray.lastIndexOf(element: Byte): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun FloatArray.lastIndexOf(element: Float): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun DoubleArray.lastIndexOf(element: Double): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun CharArray.lastIndexOf(element: Char): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun IntArray.lastIndexOf(element: Int): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun ShortArray.lastIndexOf(element: Short): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun BooleanArray.lastIndexOf(element: Boolean): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun ByteArray.lastIndexOf(element: Byte): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun <T> Array<out T>.lastIndexOf(element: T): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun ShortArray.lastIndexOf(element: Short): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun BooleanArray.lastIndexOf(element: Boolean): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun ByteArray.lastIndexOf(element: Byte): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    return -1
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 * Any fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {\n    for (index in indices.reversed()) {\n        if (element == this[index]) {\n            return index
        }\n    }\n    throw NoSuchElementException("Array contains no element matching the predicate.")
}
*/
element matching the given [predicate], or `null` if no such element was found.

```kotlin
IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
```

```kotlin
ByteArray.random(): Byte {
    return random(Random)
}
```

```kotlin
ShortArray.random(): Short {
    return random(Random)
}
```

```kotlin
IntArray.random(): Int {
    return random(Random)
}
```

```kotlin
LongArray.random(): Long {
    return random(Random)
}
```

```kotlin
FloatArray.random(): Float {
    return random(Random)
}
```

```kotlin
DoubleArray.random(): Double {
    return random(Random)
}
```

```kotlin
BooleanArray.random(): Boolean {
    return random(Random)
}
```

```kotlin
CharArray.random(): Char {
    return random(Random)
}
```

```kotlin
ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
BooleanArray.random(random: Random): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```

```kotlin
CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
```
randomness.
* * @throws NoSuchElementException if this array is empty.*

**

* 
* @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.*
 * @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.*
 * @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.*
 * @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.*
 * @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.*
 * @throws NoSuchElementException if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun ShortArray.randomOrNull(): Short? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun ByteArray.randomOrNull(): Byte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun ShortArray.randomOrNull(): Short? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.*

**

* 
* @since Kotlin("1.3")

@public

fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
}
IllegalArgumentException("Array has more than one element.") * Returns the single element, or throws an exception if the array is empty or has more than one element.

Double { return when (size) { 0 -> throw NoSuchElementException("Array is empty.") 1 -> this[0] else -> throw IllegalArgumentException("Array has more than one element.") } } * Returns the single element, or throws an exception if the array is empty or has more than one element.

*public fun DoubleArray.single(): Boolean { return when (size) { 0 -> throw NoSuchElementException("Array is empty.") 1 -> this[0] else -> throw IllegalArgumentException("Array has more than one element.") } } * Returns the single element, or throws an exception if the array is empty or has more than one element.

IllegalArgumentException("Array contains more than one matching element.") * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

*public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T { var single: T? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as T

*public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte { var single: Byte? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Byte

*public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short { var single: Short? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Short

*public inline fun IntArray.single(predicate: (Int) -> Boolean): Int { var single: Int? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Int

*public inline fun LongArray.single(predicate: (Long) -> Boolean): Long { var single: Long? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Long

*public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float { var single: Float? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Float

*public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double { var single: Double? = null var found = false for (element in this) { if (predicate(element)) { if (found) throw IllegalArgumentException("Array contains more than one matching element.") single = element found = true } } if (!found) throw NoSuchElementException("Array contains no element matching the predicate.") @Suppress("UNCHECKED_CAST") return single as Double
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```kotlin
var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            found = true
            single = element
        }
    }
    if (!found) return null

public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given 
 * predicate, or throws exception if there is 
 * no or more than one matching element.
 */
public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

public inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}

public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Double
}

public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

public inline fun LongArray.singleOrNull(): Long? {
    return if (size == 1) this[0] else null
}

public inline fun IntArray.single(): Int? {
    return if (size == 1) this[0] else null
}

public inline fun CharArray.single(): Char? {
    return if (size == 1) this[0] else null
}

public inline fun BooleanArray.single(): Boolean? {
    return if (size == 1) this[0] else null
}

public inline fun DoubleArray.single(): Double? {
    return if (size == 1) this[0] else null
}

public inline fun <T> Array<out T>.single(): T? {
    return if (size == 1) this[0] else null
}
```

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single = element
found = true
if (!found) return null
return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than
 * one element was found.
 */
public inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than
 * one element was found.
 */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than
 * one element was found.
 */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than
 * one element was found.
 */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.drop(n: Int): List<Boolean> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<out T>.drop(n: Int): List<T> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ByteArray.dropLast(n: Int): List<Byte> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun BooleanArray.dropLast(n: Int): List<Boolean> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun CharArray.dropLast(n: Int): List<Char> {  
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.dropLast(n: Int, predicate: (T) -> Boolean): List<T> {  
    return take((size - n).coerceAtLeast(0))
Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Boolean) -> Boolean): List<Bool> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].

samples.collections.Collections.Transformations.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}  // Returns a list containing all elements except last elements that satisfy the given [predicate].
given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n
//public inline fun IntArray.dropWhile\n(predicate: (Int) -> Boolean): List<Int>\n{\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun IntArray.dropWhile\n(predicate: (Int) -> Boolean): List<Int>\n{\n    var yielding = false\n    val list = ArrayList<Int>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun LongArray.dropWhile\n(predicate: (Long) -> Boolean): List<Long>\n{\n    var yielding = false\n    val list = ArrayList<Long>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun FloatArray.dropWhile\n(predicate: (Float) -> Boolean): List<Float>\n{\n    var yielding = false\n    val list = ArrayList<Float>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun DoubleArray.dropWhile\n(predicate: (Double) -> Boolean): List<Double>\n{\n    var yielding = false\n    val list = ArrayList<Double>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun BooleanArray.dropWhile\n(predicate: (Boolean) -> Boolean): List<Boolean>\n{\n    var yielding = false\n    val list = ArrayList<Boolean>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun CharArray.dropWhile\n(predicate: (Char) -> Boolean): List<Char>\n{\n    var yielding = false\n    val list = ArrayList<Char>()\n    for (item in this)\n        if (yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n        }\n    return list\n}\n
*/
public inline fun <T> Array<out T>.filter\n(predicate: (T) -> Boolean): List<T>\n{\n    return filterTo(ArrayList<T>(), predicate)\n}\n
*/
public inline fun ByteArray.filter\n(predicate: (Byte) -> Boolean): List<Byte>\n{\n    return filterTo(ArrayList<Byte>(), predicate)\n}\n
*/
public inline fun ShortArray.filter\n(predicate: (Short) -> Boolean): List<Short>\n{\n    return filterTo(ArrayList<Short>(), predicate)\n}\n
*/
public inline fun IntArray.filter\n(predicate: (Int) -> Boolean): List<Int>\n{\n    return filterTo(ArrayList<Int>(), predicate)\n}\n
*/
public inline fun LongArray.filter\n(predicate: (Long) -> Boolean): List<Long>\n{\n    return filterTo(ArrayList<Long>(), predicate)\n}\n
*/
public inline fun FloatArray.filter\n(predicate: (Float) -> Boolean): List<Float>\n{\n    return filterTo(ArrayList<Float>(), predicate)\n}\n
*/
public inline fun DoubleArray.filter\n(predicate: (Double) -> Boolean): List<Double>\n{\n    return filterTo(ArrayList<Double>(), predicate)\n}\n
*/
public inline fun BooleanArray.filter\n(predicate: (Boolean) -> Boolean): List<Boolean>\n{\n    return filterTo(ArrayList<Boolean>(), predicate)\n}\n
*/
public inline fun StringArray.filter\n(predicate: (String) -> Boolean): List<String>\n{\n    return filterTo(ArrayList<String>(), predicate)\n}\n
*/
public inline fun CharArray.filter\n(predicate: (Char) -> Boolean): List<Char>\n{\n    return filterTo(ArrayList<Char>(), predicate)\n}\n
*/
public inline fun <T> List<T>.filter\n(predicate: (T) -> Boolean): List<T>\n{\n    return filterTo(ArrayList<T>(), predicate)\n}\n
*/
samples.collections.Collections.Filtering.filter

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <T> Array.<T>.filterIndexed(predicate: (Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ByteArray.filterIndexed(predicate: (Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun ShortArray.filterIndexed(predicate: (Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun IntArray.filterIndexed(predicate: (Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun LongArray.filterIndexed(predicate: (Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun FloatArray.filterIndexed(predicate: (Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun DoubleArray.filterIndexed(predicate: (Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun BooleanArray.filterIndexed(predicate: (Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun CharArray.filterIndexed(predicate: (Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to
 */
public inline fun <T, C :MutableCollection<T>> Array.<T>.forEachIndexedTo(destination: C, predicate: (Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

index, element ->
if (predicate(index, element)) destination.add(element)
return

@param [predicate] function that takes the index of an element and the element itself
and returns the result of predicate evaluation on the element.

*\public inline fun <C : MutableCollection<in Int>>
IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Long>>
LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Float>>
FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Double>>
DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Boolean>>
BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Char>>
CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R, C : MutableCollection<in R>>
Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R)
        destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T>
Array<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}
Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 * 
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNotNull
 */
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null)
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Byte>>.ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Short>>ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Int>>IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Long>>LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Float>>FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Double>>DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Boolean>>BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * 
 * @sample samples.collections.Collections.Filtering.filterNot
 */
public inline fun <C : MutableCollection<in Char>>CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}
the given [destination].

*\public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
\n for (element in this) if (predicate(element)) destination.add(element)
\n return destination
}\n
*\public inline fun <T> Array<out T>.slice(indices: IntRange): List<T> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun ByteArray.slice(indices: IntRange): List<Byte> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun ShortArray.slice(indices: IntRange): List<Short> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun IntArray.slice(indices: IntRange): List<Int> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun LongArray.slice(indices: IntRange): List<Long> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun FloatArray.slice(indices: IntRange): List<Float> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun DoubleArray.slice(indices: IntRange): List<Double> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun BooleanArray.slice(indices: IntRange): List<Boolean> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun CharArray.slice(indices: IntRange): List<Char> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n
*\public inline fun Array<out T>.slice(indices: Iterable<Int>): List<T> {
\n if (indices.isEmpty()) return listOf()
\n return copyOfRange(indices.start, indices.endInclusive + 1).asList().\n}\n

```kotlin
public fun IntArray.take(n: Int): List<Int> {
    var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

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 * Returns a list containing first \[n\] elements.
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 * @throws IllegalArgumentException if \[n\] is negative.
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 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

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 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative.
 * 
 * @sample
 * (item in this) {
 *        list.add(item)
 *        if (++count == n)
 *            break
 *    }
 *    return list
 *}

```
samples.collections.Collections.Transformations.take(n) { `\n require(n >= 0) { `\n \"Requested element count \$n is less than zero.\" \n } \n if (n == 0) return emptyList() \n if (n > size) return toList() \n if (n == 1) return listOf(this[0]) \n var count = 0 \n val list = ArrayList<Long>(n) for (item in this) { \n list.add(item) \n if (++count == n) \n break \n } \n return list } \n\n* Returns a list containing first [n] elements. \n * @throws IllegalArgumentException if [n] is negative. \n * \n * @throws NullPointerException if this is null. \n * \n * @sample samples.collections.Collections.Transformations.take *\n */
public fun LongArray.take(n: Int): List<Long> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun BooleanArray.take(n: Int): List<Boolean> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun CharArray.take(n: Int): List<Char> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun ByteArray.takeLast(n: Int): List<Byte> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun DoubleArray.take(n: Int): List<Double> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun FloatArray.take(n: Int): List<Float> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun LongArray.take(n: Int): List<Long> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun ShortArray.take(n: Int): List<Short> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun IntArray.takeLast(n: Int): List<Int> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun <T> Array<out T>.take(n: Int): List<T> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun FloatArray.take(n: Int): List<Float> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun ByteArray.take(n: Int): List<Byte> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun BooleanArray.take(n: Int): List<Boolean> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun CharArray.take(n: Int): List<Char> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing first \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun IntArray.take(n: Int): List<Int> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun ByteArray.take(n: Int): List<Byte> {
    \n    \n    \n
    \n}

/**
 * Returns a list containing last \[n\] elements.
 * 
 * @throws IllegalArgumentException if \[n\] is negative. \n * 
 * @sample samples.collections.Collections.Transformations.take *\n */
public fun IntArray.takeLast(n: Int): List<Int> {
    \n    \n    \n
    \n}
reverseIndex--
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse():

val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in

return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse():

val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in

return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse():

val midPoint = (size / 2) - 1
if (midPoint < 0) return
var reverseIndex = lastIndex
for (index in

return list
}

/**
 * Reverses elements in the array in-place.
 */
public fun <T> Array<T>.reverse(): Unit {

ArrayList<Char>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {
    val list = ArrayList<Char>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}
Unit { in val midPoint = (size / 2) - 1 in if (midPoint < 0) return
        var reverseIndex = lastIndex
    for (index in 0..midPoint) { in val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n
*public fun FloatArray.reversedArray():
FloatArray {\n    if (isEmpty()) return this\n    val result = FloatArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun DoubleArray.reversedArray():
DoubleArray {\n    if (isEmpty()) return this\n    val result = DoubleArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun BooleanArray.reversedArray():
BooleanArray {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun CharArray.reversedArray():
CharArray {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun IntArray.reversedArray():
IntArray {\n    if (isEmpty()) return this\n    val result = IntArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun ByteArray.reversedArray():
ByteArray {\n    if (isEmpty()) return this\n    val result = ByteArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)\n        result[lastIndex - i] = this[i]\n    return result\n}

*public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n    return this\n}

*public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareBy(selector))\n    return this\n}

*public inline fun <R, T : Comparable<R>> Array<out T>.sortWith(compareBy(selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n    return this\n}

*public fun IntArray.reverseArray():
IntArray {\n    if (isEmpty()) return this\n    val result = IntArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun BooleanArray.reverseArray():
BooleanArray {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun CharArray.reverseArray():
CharArray {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun IntArray.reverseWith():
IntArray {\n    if (isEmpty()) return this\n    val result = IntArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun BooleanArray.reverseWith():
BooleanArray {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun CharArray.reverseWith():
CharArray {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun <T : Comparable<T>> Array<out T>.sortBy(crossinline selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n    return this\n}

*public inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareBy(selector))\n    return this\n}

*public inline fun <R, T : Comparable<R>> Array<out T>.sortWith(compareBy(selector: (T) -> R?):
Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n    return this\n}

*public fun IntArray.sortDescending():
IntArray {\n    if (isEmpty()) return this\n    val result = IntArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun BooleanArray.sortDescending():
BooleanArray {\n    if (isEmpty()) return this\n    val result = BooleanArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}

*public fun CharArray.sortDescending():
CharArray {\n    if (isEmpty()) return this\n    val result = CharArray(size)\n    val lastIndex = lastIndex\n    for (i in 0..lastIndex)
        result[lastIndex - i] = this[i]\n    return result\n}
list of all elements sorted according to their natural sort order.

public fun CharArray.sorted(): List<Char> {
    return this.sorted().apply { sort() } asList()
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ByteArray.sortedArray(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArray(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArray(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArray(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArray(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArray(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun fun ArrayWith(comparator: Comparator<in T>): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}

/**
 * Returns a list with all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Array<T>.sortedBy(selector: (T) -> R?): List<T> {
    return sortWith(compareBy(selector))
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun <T : Comparable<T>> Array<T>.sortedArrayWith(comparator: Comparator<T>): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}

/**
 * Returns a list with all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> List<T>.sortedWith(selector: (T) -> R?): List<T> {
    return sortWith(compareBy(selector))
}
ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>>
    Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 */
public inline fun <R : Comparable<R>>
    Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}
according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 */
public inline fun <R : Comparable<R>> CharArray.sortedDescending() : List<Char> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public inline fun <T, C : Comparator<T>> CharArray.sortedWith(comparator: C): List<Char> {
    return sortedWith(comparator)
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedDescending() : List<Int> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sortedDescending() : List<Short> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sortedDescending() : List<Int> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedDescending() : List<Long> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedDescending() : List<Float> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedDescending() : List<Double> {
    return sortedWith(compareByDescending())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedDescending() : List<Boolean> {
    return sortedWith(compareByDescending())
}
fun BooleanArray.asList(): List<Boolean> * Returns a [List] that wraps the original array.
expect fun CharArray.asList(): List<Char> * Returns `true` if the two specified arrays are *deeply* equal to one another.
* i.e. contain the same number of the same elements in the same order.

The elements of other types are compared for equality with the
*[equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * `@SinceKotlin("1.1")` *

public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *

public expect infix fun <T> Array<out T>.contentDeepHashCode(): Int
* Returns a hash code based on the contents of this array as if it is a [List]. * Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined.
* `@SinceKotlin("1.1")` *

public expect infix fun <T> Array<out T>.contentDeepToString(): String
* Returns a string representation of the contents of this array as if it is a [List]. * Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level that reference `*` is rendered as `"[...][]"` to prevent recursion.
* `@SinceKotlin("1.1")` *

ByteArray
* `@SinceKotlin("1.1")` *

public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *

IntArray
* `@SinceKotlin("1.1")` *

public expect infix fun IntArray.contentEquals(other: IntArray): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *

LongArray
* `@SinceKotlin("1.1")` *

public expect infix fun LongArray.contentEquals(other: LongArray): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *

FloatArray
* `@SinceKotlin("1.1")` *

public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *

DoubleArray
* `@SinceKotlin("1.1")` *

public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean
* Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order. * `@SinceKotlin("1.1")` *
* The elements are compared for equality with the \[equals\][Any.equals] function. 
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. 

```kotlin
fun CharArray.contentEquals(other: CharArray): Boolean
```

```kotlin
fun <T> Array<out T>.contentHashCode(): Int
```

```kotlin
fun ByteArray.contentHashCode(): Int
```

```kotlin
fun ShortArray.contentHashCode(): Int
```

```kotlin
fun IntArray.contentHashCode(): Int
```

```kotlin
fun LongArray.contentHashCode(): Int
```

```kotlin
fun FloatArray.contentHashCode(): Int
```

```kotlin
fun DoubleArray.contentHashCode(): Int
```

```kotlin
fun BooleanArray.contentHashCode(): Int
```

```kotlin
fun CharArray.contentHashCode(): Int
```

```kotlin
fun ByteArray.contentToString(): String
```

```kotlin
fun ShortArray.contentToString(): String
```

```kotlin
fun IntArray.contentToString(): String
```

```kotlin
fun LongArray.contentToString(): String
```

```kotlin
fun FloatArray.contentToString(): String
```

```kotlin
fun DoubleArray.contentToString(): String
```

```kotlin
fun BooleanArray.contentToString(): String
```

```kotlin
fun CharArray.contentToString(): String
```

```kotlin
fun <T> Array<out T>.contentToString(): String
```

```kotlin
fun ByteArray.contentToString(): String
```

```kotlin
fun ShortArray.contentToString(): String
```

```kotlin
fun IntArray.contentToString(): String
```

```kotlin
fun LongArray.contentToString(): String
```

```kotlin
fun FloatArray.contentToString(): String
```

```kotlin
fun DoubleArray.contentToString(): String
```

```kotlin
fun BooleanArray.contentToString(): String
```

```kotlin
fun CharArray.contentToString(): String
```
@throws IndexOutOfBoundsException or IllegalArgumentException when `startIndex` or `endIndex` is out of range of this array indices or when `startIndex > endIndex`.  
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or that index is out of the [destination] array indices range.

*\@since Kotlin("1.3")\@public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): FloatArray

*\@since Kotlin("1.3")\@public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): DoubleArray

*\@since Kotlin("1.3")\@public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): BooleanArray

*\@since Kotlin("1.3")\@public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIdx: Int = 0, endIdx: Int = size): CharArray

*\@suppress("NO_ACTUAL_FOR_EXPECT")\@public expect fun <T> Array<T>.copyOf(): Array<T>

*\@public expect fun ByteArray.copyOf(): ByteArray

*\@public expect fun ShortArray.copyOf(): ShortArray

*\@public expect fun IntArray.copyOf(): IntArray

*\@public expect fun LongArray.copyOf(): LongArray

*\@public expect fun @returns IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or that index is out of the [destination] array indices range.

*\@since Kotlin("1.3")\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf

*\@public expect fun Arrays.CopyOfOperations.copyOf
LongArray

* Returns new array which is a copy of the original array.

@sample

samples.collections.Arrays.CopyOfOperations.copyOf

public expect fun FloatArray.copyOf():

FloatArray

* Returns new array which is a copy of the original array.

@sample

samples.collections.Arrays.CopyOfOperations.copyOf

public expect fun DoubleArray.copyOf():

DoubleArray

* Returns new array which is a copy of the original array.

@sample

samples.collections.Arrays.CopyOfOperations.copyOf

public expect fun BooleanArray.copyOf():

BooleanArray

* Returns new array which is a copy of the original array.

@sample

samples.collections.Arrays.CopyOfOperations.copyOf

public expect fun CharArray.copyOf():

CharArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* An public expect fun ShortArray.copyOf(newSize: Int): ShortArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* An public expect fun IntArray.copyOf(newSize: Int): IntArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* An public expect fun LongArray.copyOf(newSize: Int): LongArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with zero values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* An public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with `false` values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.

@sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

* An public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

* Returns new array which is a copy of the original array, resized to the given [newSize].

The copy is either truncated or padded at the end with null char (\u0000) values if necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are...
filled with null char (`\\u0000`) values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun
CharArray.copyOf(newSize: Int): CharArray\n\n/**\n * Returns new array which is a copy of the original array,
resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if
necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are
filled with `null` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n
*/\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOf(newSize: Int):
Array<T?>\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n *
@param fromIndex the start of the range (inclusive), must be in `0..array.size`\n * @param toIndex the end of the
range (exclusive), must be in `fromIndex..array.size`\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic
expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>\n\n/**\n * Returns a new array
which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range
(inclusive), must be in `0..array.size`\n * @param toIndex the end of the range (exclusive), must be in
`fromIndex..array.size`\n */\npublic expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int):
ByteArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n *
@param fromIndex the start of the range (inclusive), must be in `0..array.size`\n * @param toIndex the end of the
range (exclusive), must be in `fromIndex..array.size`\n */\npublic expect fun ShortArray.copyOfRange(fromIndex:
Int, toIndex: Int): ShortArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original
array.\n * \n * @param fromIndex the start of the range (inclusive), must be in `0..array.size`\n * @param toIndex
the end of the range (exclusive), must be in `fromIndex..array.size`\n */\npublic expect fun
IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray\n\n/**\n * Returns a new array which is a copy of the
specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive), must be in
`0..array.size`\n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`\n */\npublic
expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray\n\n/**\n * Returns a new array which
is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive),
must be in `0..array.size`\n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`\n
*/\npublic expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray\n\n/**\n * Returns a new
array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range
(inclusive), must be in `0..array.size`\n * @param toIndex the end of the range (exclusive), must be in
`fromIndex..array.size`\n */\npublic expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int):
DoubleArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n *
@param fromIndex the start of the range (inclusive), must be in `0..array.size`\n * @param toIndex the end of the
range (exclusive), must be in `fromIndex..array.size`\n */\npublic expect fun
BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n\n/**\n * Returns a new array which is a
copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive), must
be in `0..array.size`\n * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`\n
*/\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n\n/**\n * Fills this array
or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive), 0 by
default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic
expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or
its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive), 0 by
default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic
expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or

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its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

* \n* Fills this array or its subrange with the specified \[element\] value.\n* \n* @param fromIndex the start of the range (inclusive), 0 by default.\n* \n* @param toIndex the end of the range (exclusive), size of this array by default.\n* \n* @throws IndexOutOfBoundsException if \[fromIndex\] is less than zero or \[toIndex\] is greater than the size of this array.\n* \n* @throws IllegalArgumentException if \[fromIndex\] is greater than \[toIndex\].

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size ==
`ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns the last valid index for the array.
 */
public val <T> Array<out T>. lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ByteArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val ShortArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val IntArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val LongArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val FloatArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val DoubleArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val BooleanArray.lastIndex: Int
    get() = size - 1

/**
 * Returns the last valid index for the array.
 */
public val CharArray.lastIndex: Int
    get() = size - 1

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>. plus(element: T): Array<T>

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray plus(element: Byte): ByteArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray plus(element: Short): ShortArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun IntArray plus(element: Int): IntArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun LongArray plus(element: Long): LongArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun FloatArray plus(element: Float): FloatArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray plus(element: Double): DoubleArray

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun
BooleanArray.plus(element: Boolean): BooleanArray

Returns an array containing all elements of the original array and then the given [element].

CharArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun CharArray.plus(element: Char):

Array<T>.plus(elements: Collection<T>): Array<T>

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun IntArray.plus(elements: Collection<Int>): IntArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun LongArray.plus(elements: Collection<Long>): LongArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun CharArray.plus(elements: Collection<Char>): CharArray

Returns an array containing all elements of the original array and then all elements of the given [elements] collection.

expect operator fun Array<T>.plus(elements: Array<T>): Array<T>

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun IntArray.plus(elements: IntArray): IntArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun LongArray.plus(elements: LongArray): LongArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

Returns an array containing all elements of the original array and then all elements of the given [elements] array.

Optional expectation:

expect operator fun <T> Array<T>.plusElement(element: T): Array<T>

Sorts the array in-place.

@sample

collections.Arrays.Sorting.sortArray

*public expect fun IntArray.sort(): Unit

*sample

collections.Arrays.Sorting.sortArray

*public expect fun LongArray.sort(): Unit

*sample

collections.Arrays.Sorting.sortArray

*public expect fun ByteArray.sort(): Unit

*sample

collections.Arrays.Sorting.sortArray

*public expect fun ShortArray.sort(): Unit

*sample

collections.Arrays.Sorting.sortArray

*public expect fun DoubleArray.sort(): Unit

Optional assertion:

assertewnętrznarray==expectedarray

Public expect fun

Arrays.equals

*public expect fun

```kotlin
samples.collections.Arrays.Sorting.sortArray

public expect fun FloatArray.sort(): Unit

/**
 * Sorts the array in-place.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place according to the order specified by the given [comparator].
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public expect fun Array<out Boolean>.toBooleanArray(): Array<Byte>

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public expect fun ByteArray.toTypedArray(): Array<Byte>

/**
 * Returns an array of Int containing all of the elements of this generic array.
 */
public expect fun ShortArray.toTypedArray(): Array<Short>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun IntArray.toTypedArray(): Array<Int>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun LongArray.toTypedArray(): Array<Long>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun FloatArray.toTypedArray(): Array<Float>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun DoubleArray.toTypedArray(): Array<Double>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun BooleanArray.toTypedArray(): Array<Boolean>

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array.
 */
public expect fun CharArray.toTypedArray(): Array<Char>
```
elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * * * @sample

ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array. * * * @sample

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

Array.associateBy(keySelector: (T) -> K): Map<K, T> { * * * return associateTo(LinkedHashMap<K, T>(capacity), keySelector) } * * * Returns a [Map] containing key-value pairs provided by [keySelector] * * * function applied to each element. * * * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

Arrays.associateArrayOfPrimitivesBy(transform: (Primitive) -> Pair<K, V>): Map<K, V> { * * * return associateTo(LinkedHashMap<K, V>(capacity), transform) } * * * Returns a [Map] containing key-value pairs provided by [transform] function * * * applied to elements of the given array. * * * If any of two pairs would have the same key the last one gets added to the map. * * * The returned map preserves the entry iteration order of the original array. * * * @sample

keySelector

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

public inline fun <K>
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
        keySelector)

Returns a [Map] containing the elements from the given array indexed by the key
returned from [keySelector] function applied to each element. If any two elements would have the same key
returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
order of the original array.
mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector){
    
    Returns a [Map] containing the elements from the given array indexed by the key
    returned from [keySelector] function applied to each element. If any two elements would have the same key
    returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
    order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] functions applied to elements of the given array. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
    
    Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
*
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/**
 * Returns a [Map] containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element. If any two elements would have the same key
 * returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration
 * order of the original array.
*
 */
public inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16) return associateByTo(LinkedHashMap<K, Long>(capacity), keySelector)
    
    Returns a [Map] containing the values provided by [keySelector] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
}
fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, V, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n where key is provided by the [keySelector] function applied to each element of the given array\n and value is the element itself.\n @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByToWithValueTransform(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination
}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and in * and value is provided by the [valueTransform] function applied to elements of the given array. In * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. In * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and in * and value is provided by the [valueTransform] function applied to elements of the given array. In * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. In * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and in * and value is provided by the [valueTransform] function applied to elements of the given array. In * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. In * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and in * and value is provided by the [valueTransform] function applied to elements of the given array. In * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. In * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and in * and value is provided by the [valueTransform] function applied to elements of the given array. In * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. In * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform

 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.

 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.

 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

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* @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
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MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <C :MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <C :MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <C :MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        return destination.add(item)
    } * Appends all elements to the given [destination] collection.
} */

public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size)))
} */

public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
} */

public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
} */

public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
} */

public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
} */

public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
} */

public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
} */

public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size)))
} */

public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */

public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
} */
else -> toCollection(LinkedHashSet<Char>(mapCapacity(size))}
} \n
/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */

public fun CharArray.toSet(): Set<Char> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(size))}
    }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */

public inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list
 * of corresponding elements.
 */
public inline fun <K> AnyArray.groupBy(keySelector: (Any) -> K): Map<K, List<Any>> {
    return groupByTo(LinkedHashMap<K, MutableList<Any>>(), keySelector)
}
groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n\n* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> \n{ return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> \n{ return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> \n{ return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> \n{ return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> \n{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding values.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> \n{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding values.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.\n
public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> \n{ return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform) }\n
* Groups elements of the original array by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding values.\n\n* The returned map preserves the entry iteration order of the keys produced from the original array.
```kotlin
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
fun <K, V, M : MutableMap<K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}
```

This code snippet defines a function `groupByTo` that groups elements of the original array by the key returned by the given `keySelector` function applied to each element and puts to the `destination` map each group key associated with a list of corresponding elements. The function preserves the entry iteration order of the keys produced from the original array.
> K): M { for (element in this) { val key = keySelector(element) val list = destination.getOrPut(key) { ArrayList<Byte>() } list.add(element) } return destination }/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the
 * [destination] map each group key associated with a list of corresponding elements.*
 * @return The [destination] map.
 * * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() } list.add(element)
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function * applied to each element of the original array
 * by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding values.*
 * @return The [destination] map.
 * * @sample
 */
public inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() } list.add(element)
        list.add(element)
    }
    return destination
}
samples.collections.Collections.Transformations.groupByKeysAndValues

/*
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/*
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableList<V>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/*
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableList<V>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
[keySelector] function applied to the element
* and puts to the [destination] map each group key associated with a list of corresponding values.
* @return The [destination] map.
* @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V, M : MutableMap<in K,MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
* by the key returned by the given [keySelector] function applied to the element
* and puts to the [destination] map each group key associated with a list of corresponding values.
* @return The [destination] map.
* @sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*/
public inline fun <K, V, M : MutableMap<in K,MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
* operations
* using the specified [keySelector] function to extract a key from each element.
* @sample
samples.collections.Collections.Grouping
*/
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @sample
samples.collections.Collections.Transformations.map
*/
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
* the given [transform] function
* to each element in the original array.
* @param [transform] function that takes the index of an element and the element itself
* and
returns the result of the transform applied to the element

*/
public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

returns the result of the transform applied to the element.

*/
public inline fun <T, R> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(size), transform)
}

returns the result of the transform applied to the element.

*/

returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> Array<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> ArrayList<R>().mapNotNullTo(destination: C, transform: (T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 */
@param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.

*/
public inline fun <T, R, C : MutableCollection<R>> ArrayList<out T>().mapNotNullTo(destination: C, transform: (T) -> R?): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
forEach { element -> transform(element)?.let { destination.add(it) } } return destination

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <T, R, C : MutableCollection<T>> Array<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> byteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> shortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> intArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> longArray.mapTo(destination: C, transform: (Long) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> floatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> doubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> booleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n*/
public inline fun <R, C : MutableCollection<R>> charArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun <T> Array<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
* Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n*/
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}
* into an [IndexedValue] containing the index of that element and the element itself.

```kotlin
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator()
        \n    } * \n
    */
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```kotlin
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator()
        \n    } * \n
    */
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array.

```kotlin
public fun BooleanArray.distinctBy(selector: function.<T, K>): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

```
were in the source array.

```kotlin
samples.collections.Collections.Transformations.distinctAndDistinctBy
*\@sample
ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*\@sample
t {n * n @sample
IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*\@sample
LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*\@sample
CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*\@sample
CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
```

The returned set preserves the element iteration order of the original array. Returns a set containing all elements that are contained at least in one of these collections use [union]. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained at least in one of these collections use [union]. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection. Returns a set containing all elements that are contained by both this array and the specified collection.

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun CharArray.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix function fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix function fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix function fun LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun LongArray.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix function fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```

```kotlin
public infix function fun IntArray.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}
```

```kotlin
public infix function fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
```
array and not contained by the specified collection. The returned set preserves the element iteration order of the original array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeOther(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeOther(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
BooleanArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeOther(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.

```kotlin
BooleanArray.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeOther(other)
    return set
}
```

The returned set preserves the element iteration order of the original array.
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@sample samples.collections.Collections.Aggregates.all

*/
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

@sample samples.collections.Collections.Aggregates.all(*@sample samples.collections.Collections.Aggregates.all*/

public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

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```kotlin
(...Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 */
public inline fun Collection<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
public inline fun Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
public inline fun CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```
fun <R> CharArray.foldIndexed(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <R> TArray.foldIndexed<T>(initial: R, operation: (T, Int, R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(element, index++, accumulator)
    return accumulator
}
Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
        get(index), accumulator)\n    --index\n    }//n return accumulator\n\n**

Accumulates value starting with \[\text{initial}\] value and applying \[\text{operation}\] from right to left to each element and current accumulator value.

```kotlin
public inline fun <R>
BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to
 * each element with its index in the original array and current accumulator value.
 */
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun ByteArray.forEachIndexed(action: (Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun ShortArray.forEachIndexed(action: (Int, Short) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun IntArray.forEachIndexed(action: (Int, Int) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun LongArray.forEachIndexed(action: (Int, Long) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun FloatArray.forEachIndexed(action: (Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

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samples.collections.Collections.Aggregates.maxBy

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    var maxVal = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxVal < v) {
            maxElem = e
            maxVal = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
The largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.

```kotlin
@SinceKotlin("1.1")
public fun Array<out Float>.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
private fun FloatArray.min(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun IntArray.min(): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return min
}
```

```kotlin
public fun <T : Comparable<T>> Array<out T>.min(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return min
}
```

```kotlin
/**
 * Returns the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun LongArray.min(): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ByteArray.min(): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first element having the largest value according to the provided \([\text{comparator}]\) or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```
fun DoubleArray.min() { Double? { if (isEmpty()) return null
val min = this[0]
if (min.isNaN()) return min
for (i in 1..lastIndex) { val e = this[i]
if (e.isNaN()) return e
if (min > e) min = e
}
return min
} * Returns the smallest element or `null` if there are no elements.

public fun CharArray.min() { Char? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
if (min > e) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Char, Comparable<Char>>{CharArray.min()}

ByteArray.minBy(selector: (Byte) -> Byte) { Byte? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Byte, Comparable<Byte>>{ByteArray.minBy()}

ShortArray.minBy(selector: (Short) -> Short) { Short? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Short, Comparable<Short>>{ShortArray.minBy()}

IntArray.minBy(selector: (Int) -> Int) { Int? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Int, Comparable<Int>>{IntArray.minBy()}

LongArray.minBy(selector: (Long) -> Long) { Long? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Long, Comparable<Long>>{LongArray.minBy()}

FloatArray.minBy(selector: (Float) -> Float) { Float? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Float, Comparable<Float>>{FloatArray.minBy()}

DoubleArray.minBy(selector: (Double) -> Double) { Double? { if (isEmpty()) return null
val min = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return min
val e = this[i]
val v = selector(e)
if (min > v) { min = e
}
return min
} * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.

samples.collections.Collections.Aggregates.minBy<Double, Comparable<Double>>{DoubleArray.minBy()}

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samples.collections.Collections.Aggregates.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

samples.collections.Collections.Aggregates.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in T>) -> T?: T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in ByteArray>): ByteArray? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

samples.collections.Collections.Aggregates.minWith(comparator: Comparator<in CharArray>): CharArray? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
isEmpty():

* Returns `true` if the array has no elements.

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun IntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun LongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun FloatArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 */
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <T : Number> Array<T>.reduce(operation: (acc: T, T) -> T): T {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")

var accumulator = this[0]

for (index in 1..lastIndex) {
    accumulator = operation(index, accumulator, this[index])
}

return accumulator

/**
 * Accumulates value starting with the first element and applying [operation] from left to
 * right in * to current accumulator value and each element with its index in the original array.
 */

fn accumulator = operation(index, accumulator, this[index])

fn return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

fn accumulator = operation(index, accumulator, this[index])

fn return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

fn accumulator = operation(index, accumulator, this[index])

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right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

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right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

fn accumulator = operation(index, accumulator, this[index])

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right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

fn accumulator = operation(index, accumulator, this[index])

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right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.

fn accumulator = operation(index, accumulator, this[index])

fn return accumulator

* Accumulates value starting with the first element and applying [operation] from left to
right in * to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value in * and the element itself and calculates the
next accumulator value.
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun StringArray.reduceOrNull(operation: (acc: String, String) -> String): String? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
        accumulator
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce

/*@SinceKotlin("1.3")*/
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@sample samples.collections.Collections.Aggregates.reduce
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting from the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting from the last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
to each element and current accumulator value.

```java
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        index--
    }
    return accumulator
}
```

```java
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        index--
    }
    return accumulator
}
```

```java
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
```

```java
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
```

```java
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
```

```java
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
```

```java
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        index--
    }
    return accumulator
}
```
accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}
(Short, acc: Short) -> Short): Short? { var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from left to right
to each element and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
[operation] from left to right starting with [initial] value.

 * Note that `acc` value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list.
 */
@SinceKotlin("1.3")
public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
    }
    return accumulator
}
return result

* Returns a list containing successive accumulation values generated by applying
  operation from left to right for each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* Otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.

* @param samples.collections.Collections.Aggregates

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
public inline fun <R>
ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right
  for each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.

* @param samples.collections.Collections.Aggregates

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
public inline fun <R>
ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right
  for each element and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.

* @param samples.collections.Collections.Aggregates

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
public inline fun <R>
IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right
  for each element and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.

* @param samples.collections.Collections.Aggregates

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
public inline fun <R>
LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right
  for each element and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.

* @param samples.collections.Collections.Aggregates

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
public inline fun <R>
FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

* Returns a list containing successive accumulation values generated by applying [operation] from left to right
  for each element and current accumulator value that starts with [initial] value.

* Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the
  previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next
  accumulator value.
[operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * @param * @sample samples.collections.Collections.Aggregates.scan

`DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> { if (isEmpty()) return listOf(initial) }`<br>val result = ArrayList<Double>(size + 1).apply { add(initial) } var accumulator = initial for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) } return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * @param * @sample samples.collections.Collections.Aggregates.scan

`BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> { if (isEmpty()) return listOf(initial) }`<br>val result = ArrayList<Boolean>(size + 1).apply { add(initial) } var accumulator = initial for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) } return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * @param * @sample samples.collections.Collections.Aggregates.scan

`CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> { if (isEmpty()) return listOf(initial) }`<br>val result = ArrayList<Char>(size + 1).apply { add(initial) } var accumulator = initial for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) } return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * @param * @sample samples.collections.Collections.Aggregates.scan

`ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> { if (isEmpty()) return listOf(initial) }`<br>val result = ArrayList<Byte>(size + 1).apply { add(initial) } var accumulator = initial for (index in indices) { accumulator = operation(index, accumulator, this[index]) result.add(accumulator) } return result

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list. * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. * @param * @sample samples.collections.Collections.Aggregates.scan
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator
 value.\n
* An @SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\n\npublic inline fun <R>
ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial for (index in indices) {
\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n\n return result\n}\n/**\n * Returns a list containing successive accumulation values generated by applying
 * operation from left to right to each element, in its index in the original array and current accumulator value that
 * starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param operation\n * @sample samples.collections.Collections.Aggregates.scan\n */
current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* Note that `acc` value passed to [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
* public inline fun <R>

BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
* public inline fun <R>

CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
* public inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
* public inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* @kotlin.internal.InlineOnly
* public inline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.scanReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly\npublic inline fun
CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        val result = result.add(accumulator)
    }
    return result
}
otherwise it would affect the previous value in resulting list.
* * @param [operation] function that takes the index of an element, current accumulator value\n and the element itself, and calculates the next accumulator value.
* * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\npublic inline fun <T : S> Array<out
T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\npublic inline fun byteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun shortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun intArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun longArray.scanReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
*\n@SinceKotlin("1.3.\")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun byteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result}\n
public inline fun FloatArray.scanReduceIndexed(operation: Int, acc: Float, Float) -> Float: List<Float> {
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun DoubleArray.scanReduceIndexed(operation: Int, acc: Double, Double) -> Double: List<Double> {
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun BooleanArray.scanReduceIndexed(operation: Int, acc: Boolean, Boolean) -> Boolean: List<Boolean> {
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun CharArray.scanReduceIndexed(operation: Int, acc: Char, Char) -> Char: List<Char> {
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
```kotlin
var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.
 */
public inline fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

---

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[predicate] yielded `true`. In *while* *second* list contains elements for which [predicate] yielded `false`. While *second* list contains elements for which [predicate] yielded `false`.

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

public inline fun

ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

@sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

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index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length
of the shortest collection.\n* \n* * @sample samples.collections.Operatio\n*

```kotlin
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}/**\n * Returns a list of values built from the elements of `this` and the [other] array
* with the same index\n* using the provided [transform] function applied to each pair of elements.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}/**\n * Returns a list of values built from the elements of `this` and the [other] array
* with the same index\n* using the provided [transform] function applied to each pair of elements.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}/**\n * Returns a list of values built from the elements of `this` and the [other] array
* with the same index\n* using the provided [transform] function applied to each pair of elements.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n  val size = minOf(size, other.size)\n  val list = ArrayList<V>(size)\n  for (i in 0 until size) {\n    list.add(transform(this[i], other[i]))\n  }\n  return list\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public infix fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public infix fun <R> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```kotlin
public infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n  return zip(other) { t1, t2 -> t1 to t2 }\n}/**\n * Returns a list of pairs built from the elements of `this` and [other] array
* with the same index.\n* \n* @sample samples.collections.Operatio\n*

```
FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <T, R, V> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun BooleanArray.zip(other: BooleanArray): List<Pair<Boolean, Boolean>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
CharArray.zip(other: CharArray): List<Pair<Char, Char>>

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index*n* using the
 * provided [transform] function applied to each pair of elements.
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V>

ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V>

IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V>

LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V>

ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V>

ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V>

IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V>

LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V>

ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V>

CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V>

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given [prefix] and [postfix] if supplied.\n *\n * If the collection could be huge, you can specify a non-negative value of\n [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string\n which defaults to `"..."`).\n *\n * @sample samples.collections.Collections.Transformations.joinTo\n */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = \"\",\n postfix: CharSequence = \\"\", limit: Int = -1, truncated: CharSequence = \\"...\", transform: (::T -> CharSequence)? = null): A \n buffer.append(prefix)\n var count = 0\n for (element in this) {\n   buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n       buffer.appendElement(element, transform)\n   } else break\n   }\n   if (limit >= 0 && count > limit) buffer.append(truncated)\n   buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given\n [prefix] and [postfix] if supplied.\n *\n * If the collection could be huge, you can specify a non-negative value of\n [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string\n which defaults to `"..."`).\n *\n * @sample samples.collections.Collections.Transformations.joinTo\n */
public fun <T, A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = \"\",\n postfix: CharSequence = \\"\", limit: Int = -1, truncated: CharSequence = \\"...\", transform: (::Byte) -> CharSequence)? = null): A \n buffer.append(prefix)\n var count = 0\n for (element in this) {\n   if (++count > 1) buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n       if (transform != null)\n           buffer.append(transform(element))\n   } else break\n   }\n   if (limit >= 0 && count > limit) buffer.append(truncated)\n   buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given\n [prefix] and [postfix] if supplied.\n *\n * If the collection could be huge, you can specify a non-negative value of\n [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string\n which defaults to `"..."`).\n *\n * @sample samples.collections.Collections.Transformations.joinTo\n */
public fun <T, A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = \"\",\n postfix: CharSequence = \\"\", limit: Int = -1, truncated: CharSequence = \\"...\", transform: (::Int) -> CharSequence)? = null): A \n buffer.append(prefix)\n var count = 0\n for (element in this) {\n   if (++count > 1) buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n       if (transform != null)\n           buffer.append(transform(element))\n   } else break\n   }\n   if (limit >= 0 && count > limit) buffer.append(truncated)\n   buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given\n [prefix] and [postfix] if supplied.\n *\n * If the collection could be huge, you can specify a non-negative value of\n [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string\n which defaults to `"..."`).\n *\n * @sample samples.collections.Collections.Transformations.joinTo\n */
public fun <T, A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = \"\",\n postfix: CharSequence = \\"\", limit: Int = -1, truncated: CharSequence = \\"...\", transform: (::Long) -> CharSequence)? = null): A \n buffer.append(prefix)\n var count = 0\n for (element in this) {\n   if (++count > 1) buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n       if (transform != null)\n           buffer.append(transform(element))\n   } else break\n   }\n   if (limit >= 0 && count > limit) buffer.append(truncated)\n   buffer.append(postfix)\n return buffer\n}\n
* If the collection could be huge, you can specify a non-negative value of \[\text{limit}\], in which case only the first \[\text{limit}\] elements will be appended, followed by the \[\text{truncated}\] string (which defaults to "...").

```kotlin
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and using the given \[prefix\] and \[postfix\] if supplied.\n * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit]\] elements will be appended, followed by the \[truncated\] string (which defaults to "...").

```kotlin
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
[limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n */\npublic fun CharArray.joinToString(separator:
CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated:
CharSequence = \"...\", transform: ((Char) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(),
separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun <T> Array<out T>.asIterable():
Iterable<T> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an
[Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
ByteArray.asIterable(): Iterable<Byte> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator()
}\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being
iterated.\n */\npublic fun ShortArray.asIterable(): Iterable<Short> {\n if (isEmpty()) return emptyList()\n return
Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its
elements when being iterated.\n */\npublic fun IntArray.asIterable(): Iterable<Int> {\n if (isEmpty()) return
emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original
array returning its elements when being iterated.\n */\npublic fun LongArray.asIterable(): Iterable<Long> {\n if
(isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun FloatArray.asIterable():
Iterable<Float> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an
[Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
DoubleArray.asIterable(): Iterable<Double> {\n if (isEmpty()) return emptyList()\n return Iterable {
this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when
being iterated.\n */\npublic fun BooleanArray.asIterable(): Iterable<Boolean> {\n if (isEmpty()) return
emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original
array returning its elements when being iterated.\n */\npublic fun CharArray.asIterable(): Iterable<Char> {\n if
(isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that
wraps the original array returning its elements when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun <T> Array<out T>.asSequence():
Sequence<T> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ByteArray.asSequence():
Sequence<Byte> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ShortArray.asSequence():
Sequence<Short> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun IntArray.asSequence():
Sequence<Int> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun LongArray.asSequence():
Sequence<Long> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun FloatArray.asSequence():
Sequence<Float> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun DoubleArray.asSequence():
Sequence<Double> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *

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Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.

```java
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence{
        this.iterator()
    }
}

public fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return Sequence{
        this.iterator()
    }
}
```

### averageOfByte

```
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### averageOfShort

```
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### averageOfInt

```
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### averageOfLong

```
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### averageOfFloat

```
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### averageOfDouble

```
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}
```

### sumOfByte

```
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

### sumOfShort

```
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

### sumOfInt

```
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
```

### sumOfLong

```
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long
    ```
Long = 0L
for (element in this) {
    sum += element
} return sum

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
 See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharRange.randomOrNull(): Char? {
    return randomOrNull(Random)
}
CharRange.randomOrNull(): Char? {
    return randomOrNull(Random())
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalStdlibApi
public fun IntRange.randomOrNull(random: Random): Int? {
    return randomOrNull(random) return return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalStdlibApi
public fun LongRange.randomOrNull(random: Random): Long? {
    return randomOrNull(random) return random.nextLong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char? {
    return randomOrNull(random) return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

/**
 * Checks if the specified value belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified value belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified value belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}
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ClosedRange<Short>.contains(value: Double): Boolean { 
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Float>.contains(value: Double): Boolean { 
    return value.toFloat().let { if (it != null) contains(it) else false } 
}

ClosedRange<Int>.contains(value: Float): Boolean { 
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Long>.contains(value: Float): Boolean { 
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Byte>.contains(value: Float): Boolean { 
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Short>.contains(value: Long): Boolean { 
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Float>.contains(value: Long): Boolean { 
    return value.toFloat().let { if (it != null) contains(it) else false } 
}

ClosedRange<Int>.contains(value: Double): Boolean { 
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Long>.contains(value: Double): Boolean { 
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Byte>.contains(value: Double): Boolean { 
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Short>.contains(value: Long): Boolean { 
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false } 
}

ClosedRange<Float>.contains(value: Long): Boolean { 
    return value.toFloat().let { if (it != null) contains(it) else false } 
}
Checks if the specified [value] belongs to this range.

`${@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.") @kotlin.jvm.JvmName("floatRangeContains") public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Short): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Short): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 * @public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 * @public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 * @public infix fun IntProgression.fromClosedRange(this: Int, to: Int, step: Int): IntProgression {
    return IntProgression_DOWN(to, this)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 * @public infix fun IntProgression_DOWN(to: Int, this: Int): IntProgression {
    return IntProgression_DOWN(to, this)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * If the [to] value is greater than `this` value the returned progression is empty.
 * @public infix fun IntProgression_DOWN(to: Int, this: Int, step: Int): IntProgression {
    return IntProgression_DOWN(to, this, step)
}
IntProgression.fromClosedRange(this.toInt(), to, -1)\n\n/\n/ Returns a progression from this value down to the specified [to] value with the step -1. \n/ \n/ The [to] value should be less than or equal to `this` value. \n/ If the [to] value is greater than `this` value the returned progression is empty. \n/ /\n/ /public infix fun Long.downTo(to: Long): LongProgression { \n/ \n/ return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n/\n/ /\n/ / Returns a progression from this value down to the specified [to] value with the step -1. \n/ \n/ The [to] value should be less than or equal to `this` value. \n/ If the [to] value is greater than `this` value the returned progression is empty. \n/ /\n/ /public infix fun Byte.downTo(to: Long): LongProgression { \n/ \n/ return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n/\n/ /\n/ / Returns a progression from this value down to the specified [to] value with the step -1. \n/ \n/ The [to] value should be less than or equal to `this` value. \n/ If the [to] value is greater than `this` value the returned progression is empty. \n/ /\n/ /public infix fun Int.downTo(to: Long): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(this.toLong(), to.toInt(), -1)\n/\n/ /\n/ / Returns a progression from this value down to the specified [to] value with the step -1. \n/ \n/ The [to] value should be less than or equal to `this` value. \n/ If the [to] value is greater than `this` value the returned progression is empty. \n/ /\n/ /public infix fun Int.downTo(to: Short): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(this, to.toInt(), -1)\n/\n/ /\n/ / Returns a progression from this value down to the specified [to] value with the step -1. \n/ \n/ The [to] value should be less than or equal to `this` value. \n/ If the [to] value is greater than `this` value the returned progression is empty. \n/ /\n/ /public infix fun IntProgression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, -step)

IntProgression.fromClosedRange(first, last, step)\n\n/\n/ /\n/ / Returns a progression that goes over the same range with the given step. \n/ \n/ *\n/ /public infix fun IntProgression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun IntProgression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun IntProgression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression.reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */\n/ /public infix fun Int Progression. reversed(): IntProgression { \n/ \n/ return IntProgression.fromClosedRange(last, first, step)\n/\n/ /\n/ / Returns a progression that goes over the same range in the opposite direction with the same step. \n/ \n/ */
Double.toByteExactOrNull(): Byte? { return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
}

internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null
}

internal fun Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}
Long): LongRange \{\n    if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n    return this .. (to - 1).toLong()\n\}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * @param to The value to exclude.
 * @return A range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 * @param to The value to exclude.
 * @return A range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 * @param to The value to exclude.
 * @return A range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 * @param to The value to exclude.
 * @return A range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @param minimumValue The minimum value.
 * @return This value if it's greater than or equal to the [minimumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @param minimumValue The minimum value.
 * @return This value if it's greater than or equal to the [minimumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Short.coerceAtLeast(minimumValue: Short): Short {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @param minimumValue The minimum value.
 * @return This value if it's greater than or equal to the [minimumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int): Int {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @param minimumValue The minimum value.
 * @return This value if it's greater than or equal to the [minimumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long): Long {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @param maximumValue The maximum value.
 * @return This value if it's less than or equal to the [maximumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Byte.coerceAtMost(maximumValue: Byte): Byte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @param maximumValue The maximum value.
 * @return This value if it's less than or equal to the [maximumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short): Short {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @param maximumValue The maximum value.
 * @return This value if it's less than or equal to the [maximumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @param maximumValue The maximum value.
 * @return This value if it's less than or equal to the [maximumValue], otherwise this.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}
than or equal to the [maximumValue] or the [maximumValue] otherwise.

```java
public fun Byte.coerceAtMost(maximumValue: Byte):
    return if (this > maximumValue) maximumValue else this

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it’s in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Byte.coerceInRange(minimumValue: Byte, maximumValue: Byte): Byte
```

```java
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    else return this
```

```java
else {
    if (minimumValue != null && maximumValue != null) {
        if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    } else {
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
        else return this
    }
```

```java
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
else return this
```

```java
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
```

```java
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
```

```java
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
```

```java
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
```
samples.comparisons.ComparableOps.coerceIn

*/
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [range].
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.  
 * 
 * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange
 */
@SinceKotlin("1.1")
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.\")
    return when {
        !range.lessThanOrEquals(start, this) && !range.lessThanOrEquals(this, end)
        // this < start equiv to this <= start & (this >= end)
        range.lessThanOrEquals(this, range.start) -> range.start
        // this > end equiv to this >= end & (this <= start)
        range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) ->
        range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range [range].
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.  
 * 
 * @sample samples.comparisons.ComparableOps.coerceInComparable
 */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.\")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range [range].
 * 
 * @return this value if it's in the range, or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.  
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
@SinceKotlin("1.1")
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.\")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
`range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`. If this value is less than `range.start`, return `range.start`. If this value is greater than `range.endInclusive`, throw `IllegalArgumentException("Cannot coerce value to an empty range: $range.")`. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
```kotlin
/**
 * Converts this [UByte] value to [Int].
 * The resulting `Int` value represents the same numerical value as this `UByte`
 * whereas the least significant 8 bits of the resulting 'Int' value are the same as the bits of this `UByte` value.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: Int): Int = data.toInt() + other

/**
 * Converts this [UByte] value to [Long].
 * The resulting `Long` value represents the same numerical value as this `UByte`
 * whereas the most significant 8 bits of the result are the same as the bits of this `UByte` value.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: Long): Long = data.toLong() + other

/**
 * Converts this [UByte] value to [UShort].
 * The resulting `UShort` value represents the same numerical value as this `UByte`
 * whereas the least significant 8 bits of the result are the same as the bits of this `UByte` value.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: UShort): UShort = data.toUShort() + other

/**
 * Converts this [UByte] value to [Byte].
 * The resulting `Byte` value has the same binary representation as this `UByte`
 * whereas the most significant 8 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: Byte): Byte = data.toByte() + other

/**
 * Converts this [UByte] value to [Byte].
 * The resulting `Byte` value represents the same numerical value as this `UByte`
 * whereas the most significant 8 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: Byte): Byte = data.toByte().plus(other)

/**
 * Converts this [UByte] value to [Byte].
 * The resulting `Byte` value represents the same numerical value as this `UByte`
 * whereas the least significant 8 bits of the result are the same as the bits of this `UByte` value.
 */
@kotlin.internal.InlineOnly
public inline operator fun add(other: Byte): Byte = data.toByte().plus(other)
```

*Converts this [UByte] value to [ULong].\n * The resulting `ULong` value represents the same numerical value as this `UByte`.\n * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,\n * whereas the most significant 56 bits are filled with zeros.\n *\n* Converts this [UByte] value to [Float].\n * The resulting `Float` value represents the same numerical value as this `UByte`.\n *\n* Converts this [UByte] value to [Double].\n * The resulting `Double` value represents the same numerical value as this `UByte`.\n *\n* This value has the same binary representation as this `Byte` value.\n*

*\n*\n*/

*/

*\n*\n*/

*/

*/

*/
@kotlin.internal.InlineOnly
@Suppress("OVERRIDE_BY_INLINE")
public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)
/**
* Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
/**
* Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
/**
* Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
/**
* Adds the other value to this value. */
@kotlin.internal.InlineOnly
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
/**
* Subtracts the other from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
/**
* Subtracts the other from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
/**
* Subtracts the other from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
/**
* Subtracts the other from this value. */
@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/**
* Multiplies this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
/**
* Multiplies this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
/**
* Multiplies this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
/**
* Multiplies this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/**
* Divides this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())
/**
* Divides this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())
/**
* Divides this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = uintDivide(this, other)
/**
* Divides this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/**
* Calculates the remainder of dividing this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())
/**
* Calculates the remainder of dividing this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())
/**
* Calculates the remainder of dividing this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)
/**
* Calculates the remainder of dividing this value by the other. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)
/**
* Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): UInt = this.inc()
public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data) /* Inverts the bits in this value.

*\n @kotlin.internal.InlineOnly
 public inline fun inv(): UInt = UInt(data.inv()) /* Converts this [UInt] value to [Byte].
*\n * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents
* the same numerical value as this `UInt`. *\n * The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.
* Note that the resulting `Byte` value may be negative.
*\n @kotlin.internal.InlineOnly
 public inline fun toByte(): Byte = data.toByte() /*\n * Converts this [UInt] value to [Byte].
* Convert this [UInt] value to [Byte].
*\n @kotlin.internal.InlineOnly
 public inline fun toInt(): Int = data /*\n * Converts this [UInt] value to [Int].
* If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value represents
* the same numerical value as this `UInt`. Otherwise the result is negative.
*\n @kotlin.internal.InlineOnly
 public inline fun toLong(): Long = data.toLong() /*\n * Converts this [UInt] value to [Long].
* The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value.
* whereas the most significant 32 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF /*\n * Converts this [UInt] value to [ULong].
* If this value is less than or equals to [ULong.MAX_VALUE], the resulting `ULong` value represents
* the same numerical value as this `UInt`. *\n * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value.
* whereas the most significant 32 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF) /*\n * Converts this [UInt] value to [ULong].
* The resulting `ULong` value represents the same numerical value as this `UInt`. *\n * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value.
* whereas the most significant 32 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
*\n @kotlin.internal.InlineOnly
 public inline fun toUByte(): UByte = data.toUByte() /*\n * Converts this [UInt] value to [UByte].
* If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
* the same numerical value as this `UInt`. *\n * The least significant 8 bits of the resulting `UByte` value are the same as the bits of this `Byte` value.
* whereas the most significant 8 bits are filled with zeros.
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Int.toUInt(): UInt = UInt(this)

/**
 * Converts this [Long] value to [UInt].
 *
 * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents
 * the same numerical value as this `Long`.
 * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Long.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this [Float] value to [UInt].
 *
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is negative or `NaN`,
 * [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Float.toUInt(): UInt = doubleToUInt(this.toDouble())

/**
 * Converts this [Double] value to [UInt].
 *
 * The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is negative or `NaN`,
 * [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class UShort @PublishedApi internal
constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
@kotlin.internal.InlineOnly
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
/** Subtracts the other value from this value. */

@kotlin.internal.InlineOnly
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/** Multiplies this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)
/** Divides this value by the other value. */

@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())
/** Creates a range from this value to the specified [other] value. */

@kotlin.internal.InlineOnly
public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)
/** Performs a bitwise AND operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)
/** Performs a bitwise OR operation between the two values. */

@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)
/** Performs a bitwise XOR operation between the two values. */

@kotlin.internal.InlineOnly
public inline fun inv(): UShort = UShort(data.inv())
/** Inverts the bits in this value. */

@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
/** Converts this [UShort] value to [Byte]. */

@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data
/** Converts this [UShort] value to [Short]. */

@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFFFF
/** Converts this [UShort] value to [Int]. */

@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data
/** Converts this [UShort] value to [Long]. */

@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF
/**
 * Converts this [UShort] value to [UByte].
 */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte() and 0xFFFF
/**
 * Returns this value.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this
/**
 * Converts this [UShort] value to [UInt].
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)
/**
 * Converts this [UShort] value to [ULong].
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)
/**
 * Converts this [UShort] value to [Float].
 */
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toInt().toFloat()
/**
 * Converts this [UShort] value to [Double].
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
    this.toInt().toDouble()

/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1),
ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last
    override fun contains(value: Char): Boolean =
        first <= value && value <= last
    override fun isEmpty(): Boolean =
        first > last
    override fun equals(other: Any?): Boolean =
        other is CharRange &&
        (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)
    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())
    override fun toString(): String = "$first..$last"
    companion object {
        /**
         * An empty range of values of type Char.
         */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start,
endInclusive) {
    override val start: Int get() = first
    override val endInclusive: Int get() = last
    override fun contains(value: Int): Boolean =
        first <= value && value <= last
    override fun isEmpty(): Boolean =
        first > last
    override fun equals(other: Any?): Boolean =
        other is IntRange &&
        (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)
    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())
    override fun toString(): String = "$first..$last"
}
new [MutableList].\n* @sample samples.collections.Collections.Lists.emptyMutableList

*\n*\n* @kotlin.internal.InlineOnly\npublic inline fun <T> mutableListOf(): MutableList<T> =
    ArrayList()\n* Returns a new [MutableList] with the given elements.\n* @sample samples.collections.Collections.Lists.emptyList

*\n*\n* @kotlin.internal.InlineOnly\npublic inline fun <T> listOf(): ArrayList<T> =
    ArrayList()\n* Returns a new [ArrayList] with the given elements.\n* @sample samples.collections.Collections.Lists.emptyList

*\n*\n* @kotlin.internal.InlineOnly\npublic fun <T: Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

*\n*\n* @kotlin.internal.InlineOnly\npublic fun <T: Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()\n
*\n*\n* @kotlin.internal.InlineOnly\npublic inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}

*\n*\n* @kotlin.internal.InlineOnly\npublic inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return ArrayList<E>().apply(builderAction)\n}

*\n*\n* @kotlin.internal.InlineOnly\npublic inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    checkBuilderCapacity(capacity)
    return ArrayList<E>(capacity).apply(builderAction)\n}

*\n*\n* @kotlin.internal.InlineOnly\npublic val Collection<*>.indices: IntRange
    get() = 0..size - 1

*\n*\n* @kotlin.internal.InlineOnly\npublic val <T: Any> List<T>.lastIndex: Int
    get() = this.size - 1
fun <T> Collection<T>.isEmpty(): Boolean = empty()

/**
 * Returns `true` if this nullable collection is not `null` or empty.
 * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.NullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@NullOrEmpty != null)  // false warning, extension takes precedence in some cases
    }

    return this == null ||
    this.isEmpty()
}

/**
 * Returns this collection if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it's not `null` and the empty list otherwise.
 * @sample samples.collections.Collections.Lists.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample samples.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T> List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
    this
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the specified range;
 * otherwise, the inverted insertion point `(-insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted,
 * so that the list (or the specified subrange of list) still remains sorted.
 * @sample samples.collections.Collections.Collections.Lists.binarySearchWithComparator
 */
public fun <T : Comparable<T>> List<T?>.binarySearch(element: T, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified [comparator],
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.
 * @sample samples.collections.Collections.Collections.Lists.binarySearchWithComparator
 */
public fun <T> List<T>.binarySearch(element: T, comparator: Comparator<T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}
Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm. The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. otherwise the result is undefined. If the list contains multiple elements with the specified [key], there is no guarantee which one will be found. 'null' value is considered to be less than any non-null value. @return the index of the element with the specified [key], if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

```kotlin
public inline fun <T, K : Comparable<K>>
List<T>.binarySearchByKey(
    key: K?,
    fromIndex: Int = 0,
    toIndex: Int = size,
    crossinline selector: (T) -> K?
): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }
```

*If the list contains more than one element with the specified [key], there is no guarantee which one will be found.*

`null` value is considered to be less than any non-null value. @return the index of the element with the specified [key], if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

```kotlin
public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>,
    fromIndex: Int = 0, toIndex: Int = size(),
    selector: (T) -> K): Int =
    binarySearch(fromIndex, toIndex, comparator, compare(selector(it), key))
```

Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm. The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined. If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found. @return the index of the element which the found function returns zero when called on the list element being searched. On the elements coming before the target element, the function must return negative values; on the elements coming after the target element, the function must return positive values. @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

```kotlin
private fun rangeCheck(size: Int,
    fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw
            IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw
            IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw
            IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}
```

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given [builderAction] \*n * and returning a read-only map with the same key-value pairs. \*n * The map passed as a receiver to the [builderAction] is valid only inside that function. \*n * Using it outside of the function produces an unspecified behavior. \*n * [capacity] is used to hint the expected number of pairs added in the [builderAction]. \*n * Entries of the map are iterated in the order they were added by the [builderAction]. \*n * @throws IllegalArgumentException if the given [capacity] is negative. \*n * @sample samples.collectionsBuildersMaps.buildMapSample

*\n* @SinceKotlin("1.3") * @ExperimentalStdlibApi * public inline fun <K, V>

buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> { \n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } \n return LinkedHashMap<K, V>(mapCapacity(capacity)).apply(builderAction) \n}

/**
 * Calculate the initial capacity of a map.
 */
@PublishedApi
internal expect fun mapCapacity(expectedSize: Int): Int

/**
 * Checks a collection builder function capacity argument.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal expect fun checkBuilderCapacity(capacity: Int)

/**
 * Returns `true` if this map is not empty. \*n * @sample samples.collections.MapsUsage.mapIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` or the result of calling [defaultValue] function if the map is empty. \*n * @sample samples.collections.MapsUsage.mapOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.isEmpty(): Boolean {
    contract {
        returns(false) implies (this@isEmpty != null) \n    }
    return this == null || isEmpty() \n}

/**
 * Returns this map if it's not empty or the result of calling [defaultValue] function if the map is empty. \*n * @sample samples.collections.MapsUsage.mapIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty())
        defaultValue() else this

/**
 * Checks if the map contains the given key.
 *
 * @sample samples.collections.MapsUsage.containsKey
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)

/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map<out K, V>.get(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)

/**
 * Removes the specified key and its corresponding value from this map.
 *
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 * @throws IllegalArgumentException if the given [key] is `null`. \*n * @sample samples.collections.MapsUsage.mapRemove
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.remove(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).remove(key)
V>).remove(key)

/**
 * Returns the key component of the map entry.
 *
 * This method allows to use destructuring declarations when working with maps, for example:
 * for ((key, value) in map) {
 *     // do something with the key and the value
 * }
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map.Entry<K, V>.component1(): K = key

/**
 * Returns the value component of the map entry.
 *
 * This method allows to use destructuring declarations when working with maps, for example:
 * for ((key, value) in map) {
 *     // do something with the key and the value
 * }
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> Map.Entry<K, V>.component2(): V = value

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no
 * entry for the given key.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()

/**
 * Returns the value
 * for the given [key] or throws an exception if there is no such key in the map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns the value for the given [key] or puts its result into the map under the given key and returns it.
 */
    val value = get(key)
    return if (value == null) {
        val answer = defaultValue()
        put(key, answer)
        answer
    } else {
        value
    }
}

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
    return entries.associateByTo(destination, transform, { it.value })
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key
 * and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Collection<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key
 * and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key
 * and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key
 * and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}
to each entry in this [Map].

* The returned map preserves the entry iteration order of the original map.
* The returned map preserves the entry iteration order of the original map.
* @sample samples.collections.Maps.Transformations.mapValues
* @public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
   return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

* Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this.
* The values of this map.
* In case any two entries are mapped to the equal keys, the value of the latter one will overwrite the value associated with the former one.
* The returned map preserves the entry iteration order of the original map.
* * @sample samples.collections.Maps.Transformations.mapKeys
* @public inline fun <K, V, R> Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {
   return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

* Returns a map containing all key-value pairs with keys matching the given [predicate].
* The returned map preserves the entry iteration order of the original map.
* * @sample samples.collections.Maps.Filtering.filterKeys
* *fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {
   val result = LinkedHashMap<K, V>()
   for (entry in this) {
      if (predicate(entry.key)) {
         result.put(entry.key, entry.value)
      }
   }
   return result
}

* Returns a new map containing all key-value pairs from the given collection of pairs.
* The returned map preserves the entry iteration order of the original collection.
* * @sample samples.collections.Maps.Filtering.filterNot
* *fun <K, V> Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {
   for (element in this) {
      if (!predicate(element)) {
         destination.put(element.key, element.value)
      }
   }
   return destination
}

* Returns a new map containing all key-value pairs from the given array of pairs.
* The returned map preserves the entry iteration order of the original collection.
* * If any of two pairs would have the same key the last one gets added to the map.
* * The returned map preserves the entry iteration order of the original collection.
* * If any of two pairs would have the same key the last one gets added to the map.
* * The returned map preserves the entry iteration order of the original collection.
* * If any of two pairs would have the same key the last one gets added to the map.
* * The returned map preserves the entry iteration order of the original collection.
* * If any of two pairs would have the same key the last one gets added to the map.
* * The returned map preserves the entry iteration order of the original collection.

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V>(mapCapacity(size))\n\n*Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.\n*\n\n**Public fun \<K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>, toMap(destination : M) : M =\n\n  destination.apply { putAll(this@toMap) }\n*\n\n**Returns a new map containing all key-value pairs from the given sequence of pairs.\n*\nThe returned map preserves the entry iteration order of the original sequence.\n*\n* If any of two pairs would have the same key the last one gets added to the map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = toMap(LinkedListHashMap<K, V>()).optimizeReadOnlyMap()\n*\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Map<out K, V>, toMutableMap(): MutableMap<in K, in V> = LinkedHashMap(this).apply { putAll(this@toMap) }\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Map<out K, V>, toMutableMap(): MutableMap<in K, in V> = LinkedHashMap(this).apply { putAll(this@toMap) }\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new mutable map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> = when (size) {\n  0 -> emptyMap()\n  1 -> toSingletonMap()\n  else -> toMutableMap()\n}\n\n**Returns a new read-only map containing all key-value pairs from the original map.\n*\nThe returned map preserves the entry iteration order of the original map.\n\n**Public fun \<K, V> Sequence<Pair<K, V>>, toMap(\): Map<K, V> 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---

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MutableMap\<in\ K, in\ V\>\ .\ plusAssign(map: Map\<K, V\>) \{\n    putAll(map)\n\} \n
@PublishedApi\ninternal fun \<K, V\>\ .\ optimizeReadOnlyMap(): Map\<in\ K, V\> \n
---

MutableMap\<in\ K, in\ V\>\ .\ minusAssign(map: Map\<K, V\>) \{\n    putAll(map)\n\} \n
/**
 * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] collection.\n */
@SinceKotlin("1.1")
public operator fun \<K, V\>\ .\ minus(key: K): Map\<K, V\> =\n    this.toMutableMap().apply { minusAssign(key)\n\}

/**
 * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] array.\n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun \<K, V\>\ .\ minusAssign(keys: Array\<K\>): Map\<K, V\> =\n    this.toMutableMap().apply { minusAssign(keys)\n\}

/**
 * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] sequence.\n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun \<K, V\>\ .\ minusAssign(keys: Sequence\<K\>): Map\<K, V\> =\n    this.toMutableMap().apply { minusAssign(keys)\n\}

/**
 * Removes the entry with the given [key] from this mutable map.\n */
@PublishedApi\ninternal fun \<K, V\>\ .\ remove(key: K): Map\<K, V\> =\n    (this as MutableMap\<K, V\>).remove(key)\n\}

/**
 * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.\n */
@PublishedApi\ninternal fun \<K, V\>\ .\ removeAll(keys: Collection\<K\>): Map\<K, V\> =\n    (this as MutableMap\<K, V\>).removeAll(keys)\n\}

---

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is not a valid representation of a number.

*An@SinceKotlin("1.1")* public fun String.toShortOrNull(): Short?
= toShortOrNull(radix = 10)\n\n*Parses the string as a [Short] number and returns the result in * or ’null’ if the string is not a valid representation of a number.\n*An\n* @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.\n*An@SinceKotlin("1.1")* public fun String.toShortOrNull(radix: Int): Short? \n{ \n    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()}
f\n\n*Parses the string as an [Int] number and returns the result in * or ’null’ if the string is not a valid representation of a number.\n*An\n* @throws IllegalFormatException when [radix] is not a valid radix for string to number conversion.\n*An@SinceKotlin("1.1")* public fun String.toString(): String { \n    return str
\n}
based on Guava's UnsignedLongs implementation
// Copyright 2011 The Guava
Authors

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2)
            ULong(0) else ULong(1)
    } // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend / divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    if (rem >= divisor) { // i.e., divisor >= 2^63
        return if (v1 < v2)
            ULong(0) else ULong(1)
    }
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0u)
}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2)
            v1 else v1 - v2
    }
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return ULong(dividend % divisor)
    }
    // Otherwise, approximate the quotient, check, and correct if necessary.
    var quotient = ((dividend ushr 1) / divisor) shl 1
    var rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0u)
}

@PublishedApi
internal fun doubleToUInt(v: Double): UInt = when {
    v.isNaN() -> 0u
    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE
    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE
    v <= Int.MAX_VALUE -> v.toInt().toUInt()
    else ->
        v.toInt().toUInt() + Int.MAX_VALUE.toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v < UInt.MAX_VALUE
}

@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE
    v < Long.MAX_VALUE -> v.toLong().toULong()
    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL // Long.MAX_VALUE + 1 < v < ULong.MAX_VALUE
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [Iterator] provided by that function.
 * @sample samples.collections.Iterables.Building.iterable
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */
private fun <T> Collection<T>.safeToConvertToSet() = size > 2 && this is ArrayList

/** Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */
internal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =
    when (this) {
        is
Set -> this
        when {this
          source is Collection && source.size < 2 -> this
          else -> if (this.safeToConvertToSet()) toHashSet() else this
          } else -> toHashSet()
       }/**

Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.

Aninternal fun
<
Iterable<T>, convertToSetForSetOperation(): Collection<T> =
        when {this
          source is Collection && source.size < 2 -> this
          else -> if (this.safeToConvertToSet()) toHashSet() else this
          }
        else -> toHashSet()
    }

internal fun
<
Iterable<T>.convertToSetForSetOperation(): Collection<T> =
    when {this
        is Set -> this
        is Collection -> if (this.safeToConvertToSet()) toHashSet() else this
        }
        else -> toHashSet()
    }

/**
 * Converts this collection to a set, when it's worth so and it doesn't change contains method behavior. */

/**
 * Returns a single list of all elements from all collections in the given collection.
 */

@kotlin.internal.InlineOnly
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where first list is built from the first values of each pair from this collection,
 second list is built from the second values of each pair from this collection.
 */

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 */

public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 */

public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else
    elements.asSequence()

/**
 * Returns an empty sequence.
 */

public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>,
    DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun
        drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
    }

/**
 * Returns a sequence if it's not `null` and the empty sequence otherwise.
 */

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()
second values of each pair from this sequence.

The operation is _terminal_.

*public fun <T, R> Sequence<Pair<T, R>>.unzip(): Sequence<Pair<List<T>, List<R>>{
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

*override fun hasNext(): Boolean {
    return listT to listR.forEachIndexed() { index, pair ->
        if (predicate(pair.first) == sendWhen) {
            nextItem = pair.first
        }
    }
    return nextItem != null
}
override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else DropSequence(sequence, n1) }

    override fun drop(n: Int):
    sequence: Sequence<T>,
    private val count: Int
) : Sequence<T>, DropTakeSequence<T> {
    init {
        require(count >= 0) { "count must be non-negative, but was $count." }
    }

    override fun hasNext(): Boolean {
            if (nextItemIterator.hasNext()) {
                        itemIterator = nextItemIterator
                        return true
            }
            if (position >= endIndex)
                throw NoSuchElementException()
            position++
            return (position < endIndex) && iterator.hasNext()
        }

        override fun next(): T {
            drop()
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            drop()
            return (position < endRange) && iterator.hasNext()
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return iterator.next()
        }

    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)

    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)
    override fun

SubSequence(sequence, count, n1) override fun iterator(): Iterator<T> = object : Iterator<T> {
    val iterator = sequence.iterator()
    var left = count
    // Shouldn't be called from constructor to avoid premature iteration
    private fun drop() {
        while (left > 0 && iterator.hasNext()) {
            left--
        }
    }

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var left = count

        // Shouldn't be called from constructor to avoid premature iteration
        private fun drop() {
            while (left > 0 && iterator.hasNext()) {
                iterator.next()
                left--
            }
        }

        override fun next(): T {
            drop()
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            drop()
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence that skips the values from the underlying [sequence] while the given
 * [predicate] returns `true` and returns `*` all values after that.
 */
internal class DropWhileSequence<T>(private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState = Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration

        private fun drop() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (!predicate(item)) {
                    nextItem = item
                    dropState = 1
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                @Suppress("UNCHECKED_CAST")
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }
}

/**
 * Returns a wrapper sequence that provides
 * values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as?
    ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is
        ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence which
 * invokes the function to calculate the next value on each iteration until the function returns `null`
 * The returned sequence is constrained to be iterated only once.
 * @see kotlin.sequences.sequence
 */
public
    fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }, constraintOnce())
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
    private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else
                1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

private class DistinctSequence<T, K>(private val source: Sequence<T>,
    private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(private val source: Iterator<T>,
    private val keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)
            if (observed.add(key)) {
                setNext(next)
                return
            }
        }

        done()
    }
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
    private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else
                1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * A sequence that skips the values from the underlying [sequence] while the given
 * [predicate] returns `true` and returns `*` all values after that.
 */
internal class DropWhileSequence<T>(private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState = Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration

        private fun drop() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (!predicate(item)) {
                    nextItem = item
                    dropState = 1
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                @Suppress("UNCHECKED_CAST")
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }
}

/**
 * Returns a wrapper sequence that provides
 * values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as?
    ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is
        ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence which
 * invokes the function to calculate the next value on each iteration until the function returns `null`
 * The returned sequence is constrained to be iterated only once.
 * @see kotlin.sequences.sequence
 */
public
    fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }, constraintOnce())
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?,
    private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = null
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else
                1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}
*\/@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null) EmptySequence
    else GeneratorSequence({ seed }, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction],
 * which is invoked to produce the starting value, and the [nextFunction], which is invoked to calculate the next
 * value based on the previous one on each iteration. The sequence produces values until it encounters first
 * `null` value. An empty sequence is produced. The sequence can be iterated multiple times.
 */
public fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
    GeneratorSequence(seedFunction, nextFunction)

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling
 * [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is null. Otherwise
 * returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun requireNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise
 * returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?, lazyMessage: () -> Any): T {
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw
    IllegalStateException(message.toString())

/*
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 */

@doc
@sample
samples.misc.Preconditions.failRequireWithLazyMessage
*/

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  LICENSE.txt file in *\n
  package kotlin.collections.*

  NOTE: THIS FILE IS AUTO-GENERATED

  by the GenerateStandardLib.kt

  See: https://github.com/etBrains/kotlin/tree/master/libraries/stdlib

  *\n
  *\n
  import kotlin.js.*
  import primitiveArrayConcat
  import withType
  import kotlin.ranges.contains
  import kotlin.ranges.reversed

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun <T> Array<out T>.elementAt(index: Int): T {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun ByteArray.elementAt(index: Int): Byte {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun ShortArray.elementAt(index: Int): Short {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun IntArray.elementAt(index: Int): Int {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun LongArray.elementAt(index: Int): Long {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun FloatArray.elementAt(index: Int): Float {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun DoubleArray.elementAt(index: Int): Double {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns an element at the given [index] or throws an
   * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

   * @sample samples.collections.Collections.Elements.elementAt
   */
  public actual fun BooleanArray.elementAt(index: Int): Boolean {
      return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun ByteArray.asList(): List<Byte> {
      return this.unsafeCast<Array<Byte>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun ShortArray.asList(): List<Short> {
      return this.unsafeCast<Array<Short>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun IntArray.asList(): List<Int> {
      return this.unsafeCast<Array<Int>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun LongArray.asList(): List<Long> {
      return this.unsafeCast<Array<Long>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun FloatArray.asList(): List<Float> {
      return this.unsafeCast<Array<Float>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun DoubleArray.asList(): List<Double> {
      return this.unsafeCast<Array<Double>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun BooleanArray.asList(): List<Boolean> {
      return this.unsafeCast<Array<Boolean>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
  }

  /**
   * Returns a [List] that wraps the original array.
   */
  @kotlin.internal.InlineOnly
  public actual inline fun CharArray.asList(): List<Char> {
      return this.unsafeCast<Array<Char>>().asList()
@kotlin.internal.InlineOnly

public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a 
 [List] 
 that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a 
 [List] 
 that wraps the original array.
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns 
 `true` 
 if the two specified arrays are *deeply* equal to one another, \n * i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared
 * deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the 
 [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

/**
 * Returns a hash code 
 based on the contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 */
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the
 * contents of this array as if it is a [List].
 * Nested arrays are treated as lists too.
 * The elements are compared for equality with the 
 [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.contentDeepToString(): String {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays
 * are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the 
 [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays
 * are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the 
 [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays
 * are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the 
 [equals][Any.equals] function.
 * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally
}
are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally
} // The elements are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally
} // The elements are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {
    definedExternally
} // The elements are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
} // The elements are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
} // The elements are compared for equality with the \([equals][Any.equals]\) function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1.0, 2.0, 3.0]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[1.0, 2.0, 3.0]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun BooleanArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `[true, false, true]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun CharArray.contentHashCode(): Int {
    definedExternally
} // This method returns a hash code based on the contents of this array as if it is a `List`. For example, if the array is `["a", "b", "c"]`, the method returns an integer value that represents the hash code of this array.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns the string `"1, 2, 3"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns the string `"1, 2, 3"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns the string `"1, 2, 3"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns the string `"1, 2, 3"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1, 2, 3]`, the method returns the string `"1, 2, 3"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1.0, 2.0, 3.0]`, the method returns the string `"1.0, 2.0, 3.0"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[1.0, 2.0, 3.0]`, the method returns the string `"1.0, 2.0, 3.0"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `[true, false, true]`, the method returns the string `"true, false, true"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
} // This method returns a string representation of the contents of this array as if it is a `List`. For example, if the array is `["a", "b", "c"]`, the method returns the string `"a, b, c"`. Notice that the method call `contentToString()` is used to represent the array as a string, which is a common way to print arrays in a readable format.

@SinceKotlin("1.1")
@library("arrayToString")
public actual fun samples.collections.Arrays.ContentOperations.contentToString
```
definedExternally

*/

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is

[\[\text{List}\]\].

* @sample samples.collections.Arrays.ContentOperations.contentToString

*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that

array.

* It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it

overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array starting at the specified \[destinationOffset\], or when that index is out of the \[destination\] array indices range.

* @return the \[destination\] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the \[destination\] array and returns that

array.

* It's allowed to pass the same array in the \[destination\] and even specify the subrange so that it

overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or \[IllegalArgumentException\] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array starting at the specified \[destinationOffset\], or when that index is out of the \[destination\] array indices range.

* @return the \[destination\] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}
Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndexOf the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndexOf the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @SinceKotlin("1.3")

* @kotlin.internal.InlineOnly

* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

* @public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {

* arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)

* return destination

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {

* arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)

* return destination

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {

* arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)

* return destination

*/

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public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/*
*/
samples.collections.Arrays.CopyOfOperations.copyOf()

actual inline fun ByteArray.copyOf(): ByteArray { 
    return this.asDynamic().slice().asByteArray()

    // This line is commented out.
    // return this
}

@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray { 
    return this.asDynamic().slice().asShortArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual inline fun IntArray.copyOf(): IntArray { 
    return this.asDynamic().slice().asIntArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual fun LongArray.copyOf(): LongArray { 
    return this.asDynamic().slice().asLongArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray { 
    return this.asDynamic().slice().asFloatArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual fun DoubleArray.copyOf(): DoubleArray { 
    return this.asDynamic().slice().asDoubleArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual fun BooleanArray.copyOf(): BooleanArray { 
    return this.asDynamic().slice().asBooleanArray()
}

@Suppress("NOTHING_TO_INLINE")
public actual fun CharArray.copyOf(): CharArray { 
    return this.asDynamic().slice().asCharArray()
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ByteArray.copyOf(newSize: Int): ByteArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun ShortArray.copyOf(newSize: Int): ShortArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ShortArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun IntArray.copyOf(newSize: Int): IntArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun LongArray.copyOf(newSize: Int): LongArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun FloatArray.copyOf(newSize: Int): FloatArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samplescollections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samplescollections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, BooleanArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given 
 * [newSize]. The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the 
 * [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * 
 * @sample samplescollections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun CharArray.copyOf(newSize: Int): CharArray { 
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, CharArray(newSize))
}
at the end with zero values if necessary. If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize]. If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new size: \$newSize.\n"
    return fillFrom(this, FloatArray(newSize))
}

ArrayOfOperations.resizedPrimitiveCopyOf

*public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new size: \$newSize.\n"
    return fillFrom(this, DoubleArray(newSize))
}

ArrayOfOperations.resizedPrimitiveCopyOf

*public actual fun BooleanArrayOfOperations.resizedPrimitiveCopyOf

BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new size: \$newSize.\n"
    return withType("BooleanArray", arrayCopyResize(this, BooleanArray(newSize)))
}

ArrayOfOperations.resizedPrimitiveCopyOf

*public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new size: \$newSize.\n"
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

ArrayOfOperations.resizedPrimitiveCopyOf

*public actual fun Array<out T>.copyOf(newSize: Int): Array<T> {
    require(newSize >= 0) { "Invalid new size: \$newSize.\n"
    return arrayCopyResize(this, newSize, null)
}

ArrayOfOperations.resizingCopyOf

*public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

ArrayOfOperations.resizingCopyOf

*public actual fun ByteArrayOfOperations.resizingCopyOf

ArrayOfOperations.resizingCopyOf

*public actual fun ShortArrayOfOperations.resizingCopyOf

ArrayOfOperations.resizingCopyOf
of the original array.

@throws IndexOutOfBoundsException if fromIndex is greater than [toIndex].

@throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array.

@throws IllegalArgumentException if fromIndex is greater than toIndex.

@throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array.

@throws IndexOutOfBoundsException if fromIndex is greater than toIndex.

@throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array.

@throws IndexOutOfBoundsException if fromIndex is greater than toIndex.

@throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array.

@throws IndexOutOfBoundsException if fromIndex is greater than toIndex.

@throws IndexOutOfBoundsException if fromIndex is less than zero or toIndex is greater than the size of this array.

@throws IndexOutOfBoundsException if fromIndex is greater than toIndex.
*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    this.asDynamic().fill(element, fromIndex,
    toIndex)\n}\n\n\n\n*\n@SinceKotlin("1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actually
*\@SinceKotlin("1.3")\@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)

*/
operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements).array
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {
    return this.asDynamic().concat(elements).array
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: IntArray): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: LongArray): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element)).array
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 * 
 * @sample
 * samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}
samples.collections.Arrays.Sorting.sortArray
 */
public actual fun CharArray.sort(): Unit { // definedExternally } /**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@library("primitiveArraySort")
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit { if (size > 1) sortArray(this)<T, U> * Sorts the array in-place according to the order specified by the given [comparison] function.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
 public actual fun SampleArray.sort(): Unit { definedExternally }

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.
 */
 public actual fun CharArray.sort(): Unit { definedExternally } /*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result.
The functions are called sequentially, receive the given values \([a]\) and \([b]\) and return \([\text{Comparable}]\) objects. As soon as the \([\text{Comparable}]\) instances returned by a function for \([a]\) and \([b]\) values do not compare as equal, the result of that comparison is returned. The function is applied to the given values \([a]\) and \([b]\) and return \([\text{Comparable}]\) objects. The result of comparison of these \([\text{Comparable}]\) instances is returned.

```kotlin
/**
 * Compares two values using the specified \([\text{selector}]\) function to calculate the result of the comparison.
 * The function is applied to the given values \([a]\) and \([b]\) and return objects of type \(K\) which are then being \(\ast\text{comparator}\) compared with the given \([\text{comparator}]\).
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector) }
public inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b -> compareValuesBy(b, a, comparator, selector) } /* * Creates a comparator comparing values after the primary comparator defined them equal. It uses * the function to transform value to a [Comparable] instance for comparison. *

Comparator<T>.thenBy((crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    } /* * Creates a descending comparator using the primary comparator and function to transform values and then compares them with the given [comparator]. *

Comparator<T>.thenByDescending((crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
    }/* *

Comparator<T>.thenBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    } /* *

Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)
    }/* *

Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenComparator.compare(a, b)
        if (previousCompare != 0) previousCompare else comparison(a, b)
    }/* *

Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }/* *

Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }/* *

Comparator<T>.thenDescendingWithComparator(*@comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this.thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }/* *

Comparator<T>.nullsFirst(): Comparator<T> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    } /* * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value less than any other value. *

Comparator<T>.nullsFirstWithComparator(*@comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    } /* * Extends the given [comparator] of non-nullable values to a comparator of
nullable values
* considering `null` value greater than any other value.
* @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator
* @public fun <T : Any>
nullsLastWithComparator<T> =
    Comparator { a, b -> when {
        a == b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(a, b)
    }
}

Returns a comparator that compares [Comparable] objects in natural order.
* @sample samples.comparisons.Comparisons.naturalOrderComparator
* @public fun <T : Comparable<T>>
naturalOrder(): Comparator<T> =
    ReverseOrderComparator(comparator)
* @public fun <T : Comparable<T>>
reverseOrder(): Comparator<T> =
    ReversedComparator(comparator)

Calls the specified function [block] and returns its result.
* For detailed usage information see the documentation for
  [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("StandardKt")
*pkg public actual interface Comparator<T> in
* @JsName("compare")
    actual fun compare(a: T, b: T): Int
*
* @public class NotImplementedError(message: String = "An operation is not implemented.") :
  Error(message)
* @public class NotImplementedError(message: String = "An operation is not implemented.") :
  Error(message)
* @param reason a string explaining why the implementation is missing.
* @internal fun public inline fun TODO(): Nothing = throw NotImplementedError("An operation is not implemented: $reason")
* @internal fun public inline fun <R> run(block: () -> R): R { return block() }

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documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run):

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.comparisons

//
// NOTE: THIS FILE IS AUTO-GENERATED by the
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.js.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a == b) a else b
}
```

* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).

* A zero-based index of current iteration is passed as a parameter to [action] in the `repeat` function.

* The `repeat` function allows a zero-based index of current iteration to be passed as a parameter to [action].
values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun maxOf(a: Float, b: Float): Float {\n    return Math.max(a, b)\n}**\n* Returns the greater of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun maxOf(a: Double, b: Double): Double {\n    return Math.max(a, b)\n}**\n* Returns the greater of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {\n    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}**\n* Returns the greater of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {\n    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}**\n* Returns the greater of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {\n    return Math.max(a, b, c)\n}**\n* Returns the greater of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Byte, b: Byte): Byte {\n    return Math.min(a.toInt(), b.toInt())\n}**\n* Returns the smaller of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Short, b: Short): Short {\n    return Math.min(a.toInt(), b.toInt())\n}**\n* Returns the smaller of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Int, b: Int): Int {\n    return Math.min(a, b)\n}**\n* Returns the smaller of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*\"NOTHING_TO_INLINE\"\n*public actual inline fun minOf(a: Long, b: Long): Long {\n    return if (a <= b) a else b\n}**\n* Returns the smaller of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Float, b: Float): Float {\n    return Math.min(a, b)\n}**\n* Returns the smaller of two values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Double, b: Double): Double {\n    return Math.min(a, b)\n}**\n* Returns the smaller of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n    return Math.min(a.toInt(), b.toInt(), c.toInt())\n}**\n* Returns the smaller of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline fun minOf(a: Short, b: Short, c: Short): Short {\n    return Math.min(a.toInt(), b.toInt(), c.toInt())\n}**\n* Returns the smaller of three values.

*\@SinceKotlin("1.1")\n*\@kotlin.internal.InlineOnly\n*\@Suppress("DEPRECIATION_ERROR")\n*public actual inline
inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(),
    c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Long, b: Long,
    c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return minOf(a, minOf(b, c))
}

/*
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> List<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.elementAt(index: Int): T {
    return if (index >= 0 && index <=
element matching the given [predicate], or -1 if the list does not contain such element.

```kotlin
@public inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

Returns index of the last element matching the given [predicate], or -1 if the collection does not contain such element.

```kotlin
@public inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    for (item in this) {
        checkIndexOverflow(lastIndex)
        if (predicate(item))
            lastIndex = index++
    }
    return lastIndex
}
```

Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.

```kotlin
public fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.

```kotlin
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    return this.lastIndexOf(predicate) as T
}
```

Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.

```kotlin
public inline fun <T> Collection<T>.random(): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}
```

Returns last index of [element], or -1 if the list does not contain element.

```kotlin
public fun <T> List<T>.lastIndexOf(element: T): Int {
    return this.lastIndexOf(element)
}
```

Returns the last index of [element], or -1 if the list does not contain such element.

```kotlin
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    else -> {
        val iterator = iterator()
        if (!iterator.hasNext())
            throw NoSuchElementException("Collection contains no element matching the predicate.")
        var last = iterator.next()
        while (iterator.hasNext())
            last = iterator.next()
        return last
    }
}
```

Returns the last index of [element], or -1 if the list does not contain such element.

```kotlin
public fun <T> Iterable<T>.lastIndexOf(element: T): Int {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}
```

Returns last index of [element], or -1 if the list does not contain such element.

```kotlin
public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    else -> {
        val iterator = iterator()
        if (!iterator.hasNext())
            throw NoSuchElementException("Collection contains no element matching the predicate.")
        var last = iterator.next()
        while (iterator.hasNext())
            last = iterator.next()
        return last
    }
}
```

Returns the last index of [element], or -1 if the list does not contain such element.

```kotlin
public inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}
```

Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.

```kotlin
public inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index++
    }
    return lastIndex
}
```

Returns index of the last element matching the given [predicate], or -1 if the list does not contain such element.

```kotlin
public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}
```

Returns a random element from this collection using the specified source of randomness.

```kotlin
@public inline fun <T> Collection<T>.random(): T {
    return random(Random)
}
```

Returns a random element from this collection.
public fun <T> Collection<T>.random(random: Random): T { if (isEmpty()) throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

/**
 * Returns a random element from this collection, or 'null' if this collection is empty.
 */
public fun <T> Collection<T>.randomOrNull(random: Random): T? {
    if (isEmpty()) return null
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the collection is empty or has more than one element.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.single(): T { when (this) {
        is List -> return single()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext()) throw NoSuchElementException("Collection is empty.")
            val single = iterator.next()
            if (iterator.hasNext()) throw IllegalArgumentException("Collection has more than one element.
        }\n            return single
        }
    }

/**
 * Returns the single element matching the given [predicate], or throws an exception if there is no or more than one matching element.
 */
public fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Collection contains more than one matching element.
        found = true
            single = element
        } else if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.
    }

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T> = if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0) return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
        if (this is List<T>) {
            if (this is RandomAccess) {
                for (index in n until size)
                    list.add(this[index])
            } else {
                for (item in listIterator(n))
                    list.add(item)
            }
        } else {
            list = ArrayList<T>()
        }
        var count = 0
        for (item in this) {
            if (count >= n) list.add(item) else ++count
        }
    } optimizeReadOnlyList()

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.dropLast
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.dropLastWhile
 */
public inline fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    if (!isEmpty()) {
        val iterator = iterator() if (!iterator.hasNext()) throw NoSuchElementException("Collection is empty.")
        val single = iterator.next()
        if (iterator.hasNext()) throw IllegalArgumentException("Collection has more than one element.
        val found = true
        single = element
        } else if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.
     list = ArrayList<T>((isList || (size - n) > 0))
    list.optimizeReadOnlyList()

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T> = if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0) return emptyList()
        if (resultSize == 1)
            return listOf(last())
        list = ArrayList<T>(resultSize)
        if (this is List<T>) {
            if (this is RandomAccess) {
                for (index in n until size)
                    list.add(this[index])
            } else {
                for (item in listIterator(n))
                    list.add(item)
            }
        } else {
            list = ArrayList<T>()
        }
        var count = 0
        for (item in this) {
            if (count >= n) list.add(item) else ++count
        }
    } optimizeReadOnlyList()

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.dropLast
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
last \([n]\) elements.

```kotlin
open fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count \(n\) is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}
```

```kotlin
open fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}
```

```kotlin
open fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```

```kotlin
expect fun <T> MutableList<T>.reverse(): Unit
```

```kotlin
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = toMutableList()
    list.reverse()
    return list
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}
```

```kotlin
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}
```

```kotlin
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}
```

```kotlin
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}
```

```kotlin
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}
```

```kotlin
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareByDescending(selector))
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    sortWith(TheOrder())
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(crossinline comparator: (T, T) -> Int): Unit {
    sortWith(compareBy(comparator))
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(compare: Comparator<in T>): Unit {
    sortWith(compare)
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(crossinline comparator: (T, T) -> Int): Unit {
    sortWith(compareBy(comparator))
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(compare: Comparator<in T>): Unit {
    sortWith(compare)
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(crossinline comparator: (T, T) -> Int): Unit {
    sortWith(compareBy(comparator))
}
```

```kotlin
public fun <T : Comparable<T>> MutableList<T>.sortWith(compare: Comparator<in T>): Unit {
    sortWith(compare)
}
```
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[destination] mutable map with key-value pairs.

* where key is provided by the [keySelector] function and
value is provided by the [valueTransform] function applied to elements of the given collection.

* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
* If any two elements would have the same key the last one gets added to the map.
* Returns a [Map] where keys are elements from the given collection and values are
produced by the [valueSelector] function applied to each element.

* If any two elements are equal, the last one gets added to the map.
* The returned map preserves the entry iteration order of the original collection.

* @sample samples.collections.Collections.Transformations.associateByToWithValueTransform
*/

public inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 * 
 * If any of two pairs would have the same key the last one gets added to the map.
 * 
 * @sample samples.collections.Collections.Transformations.associateTo
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given collection and values are
 * produced by the [valueSelector] function applied to each element.
 * 
 * If any two elements are equal, the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original collection.

* @sample samples.collections.Collections.Transformations.associateWith
*/
@SinceKotlin("1.3")
public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each
 * element of the given collection.
 * 
 * If any two elements are equal, the last one overwrites the former value in the
 * map.
 * 
 * @sample samples.collections.Collections.Transformations.associateWithTo
*/
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <T, C : MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

/**
 * Returns a single list of all elements
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <T, R>

Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

*/

Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

}
the original collection by the key returned by the given [keySelector] function \( \ast \) applied to each element and returns a map where each group key is associated with a list of corresponding elements. \( \ast \) \( \ast \) \( \ast \) The returned map preserves the entry iteration order of the keys produced from the original collection. \( \ast \) \( \ast \) \( \ast \) @sample samples.collections.Collections.Transformations.groupBy\( \ast \)\( \ast \)\( \ast \)\public inline fun \( <T, K> \) \( \ast \) \( \ast \) \( \ast \) \( \ast \) \( \ast \) \( \ast \) \( \ast \) 

```kotlin
Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    \( \ast \) return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector, valueTransform)
}
```

```kotlin
Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    \( \ast \) return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```kotlin
Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<T>()
        }
        list.add(element)
    }
    return destination
}
```

```kotlin
Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}
```

```kotlin
Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}
```

```kotlin
Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}
```

```kotlin
Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
```

```kotlin
Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed {
```
Applies the given [transform] function to each element and its index in the original collection and appends the results to the given [destination]. For each element in the original collection, the transform function is applied to each element and its index in the original collection and appends the results to the given [destination].

`Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C`

- **Applies the given [transform] function to each element in the original collection and appends the results to the given [destination].**
- For each element in the original collection, the transform function is applied to each element and its index in the original collection and appends the results to the given [destination].

`Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C`

- **Applies the given [transform] function to each element of the original collection and appends only the non-null results to the given [destination].**
- For each element in the original collection, the transform function is applied to each element and its index in the original collection and appends the results to the given [destination].

`Iterable<T>.mapTo(destination: C, transform: (T) -> R): C`

- **Applies the given [transform] function to each element of the original collection and appends the results to the given [destination].**
- For each element in the original collection, the transform function is applied to each element and its index in the original collection and appends the results to the given [destination].

`Iterable<T>.withIndex(): Iterable<IndexedValue<T>>`

- **Returns a lazy [Iterable] that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.**
- For each element in the original collection, a lazy [Iterable] is created that wraps each element of the original collection into an [IndexedValue] containing the index of that element and the element itself.

`Iterable<T>.distinct(): List<T>`

- **Returns a list containing only distinct elements from the given collection.**
- For each element in the original collection, a list containing only distinct elements is created.

`Iterable<T>.distinctBy(selector: (T) -> K): List<T>`

- **Returns a list containing only elements from the given collection having distinct keys returned by the given [selector] function. The elements in the resulting list are in the same order as they were in the source collection.**
- For each element in the original collection, a list containing only elements with distinct keys is created.

`Iterable<T>.intersect(other: Iterable<T>): Set<T>`

- **Returns a set containing all elements that are contained by both this collection and the specified collection.**
- For each element in the original collection, a set containing all elements that are contained by both this collection and the specified collection is created.

`Iterable<T>.subtract(other: Iterable<T>): Set<T>`

- **Returns a set containing all elements that are contained by this collection and not contained by the specified collection.**
- For each element in the original collection, a set containing all elements that are contained by this collection and not contained by the specified collection is created.

`Iterable<T>.toMutableSet(): MutableSet<T>`

- **Returns a mutable set containing all distinct elements from the given collection.**
- For each element in the original collection, a mutable set containing all distinct elements is created.

`Iterable<T>.union(other: Iterable<T>): Set<T>`

- **Returns a set containing all elements that are contained by both this collection and the specified collection.**
- For each element in the original collection, a set containing all elements that are contained by both this collection and the specified collection is created.

`Iterable<T>.all(predicate: (T) -> Boolean): Boolean`

- **Returns true if all elements match the given [predicate].**
- For each element in the original collection, a boolean value is determined based on whether all elements match the given predicate.
Iterable<T>.any(): Boolean { 
    if (this is Collection) return !isEmpty() 
    return false 
} * Returns true if at least one element matches the given [predicate].

Iterable<T>.any(predicate: (T) -> Boolean): Boolean { 
    if (this is Collection) return false for (element in this) if (predicate(element)) return true 
    return false 
} * Returns the number of elements in this collection. *

Iterable<T>.count(): Int { 
    if (this is Collection) return size 
    var count = 0 
    for (element in this) count = count + 1 
    return count 
} * Counts the number of elements matching the given [predicate]. *

Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R { 
    var accumulator = initial 
    for (element in this) accumulator = operation(accumulator, element) 
    return accumulator 
} * Accumulates value starting with [initial] and applying [operation] from left to right. *

Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R { 
    var index = 0 
    var accumulator = initial 
    for (element in this) accumulator = operation(index, accumulator, element) 
    return accumulator 
} * Accumulates value starting with [initial] and applying [operation] from left to right. *

Iterable<T>.forEach(action: (T) -> Unit): Unit { 
    for (element in this) action(element) 
} * Performs the given [action] on each element. *

Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit { 
    var index = 0 
    for (item in this) action(checkIndexOverflow(index++), item) 
} * Performs the given [action] on each element, providing sequential index with the element. *

Iterable<Double>.max(): Double? { 
    val iterator = iterator() 
    if (!iterator.hasNext()) return null 
    var max = iterator.next() 
    if (max.isNaN()) return max 
    while (iterator.hasNext()) {
        val e = iterator.next() 
        if (e.isNaN()) return e 
        if (max < e) max = e 
    } 
    return max 
} * Returns the largest element or null if there are no elements. *

Iterable<Float>.max(): Float? { 
    val iterator = iterator() 
    if (!iterator.hasNext()) return null 
    var max = iterator.next() 
    if (e.isNaN()) return e 
    if (max < e) max = e 
    while (iterator.hasNext()) {
        val e = iterator.next() 
        if (e.isNaN()) return e 
        if (max < e) max = e 
    } 
    return max 
} * Returns the largest element or null if there are no elements. *

Iterable<Comparable<T>>.max(): T? { 
    val iterator = iterator() 
    if (!iterator.hasNext()) return null 
    var max = iterator.next() 
    while (iterator.hasNext()) {
        val e = iterator.next() 
        if (max < e) max = e 
    } 
    return max 
} * Returns the largest element or null if there are no elements. *
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/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * *
 * @param selector the function to apply to each element
 * @return the first element yielding the largest value of the given function or `null` if there are no elements.
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? {
    var maxElem = iterator.next()
    var maxValue = selector(maxElem)
    var val = iterator.next()
    var val = selector(val)
    while (iterator.hasNext()) {
        val = iterator.next()
        val = selector(val)
        if (maxValue < val) {
            maxElem = val
            maxValue = selector(maxElem)
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value according to the provided [comparator] or `null` if there are no elements.
 * *
 * @param comparator the function to compare elements
 * @return the first element yielding the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * *
 * @param comparator the function to compare elements
 * @return the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.1")
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * *
 * @param comparator the function to compare elements
 * @return the smallest element or `null` if there are no elements.
 */
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the collection has no elements.
 * *
 * @param predicate the function to test each element
 * @return `true` if the collection has no elements.
 */
public fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 * *
 * @param action the function to apply on each element
 * @return the collection itself afterwards
 */
@SinceKotlin("1.1")
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    for (element in this)
        action(element)
    return this
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * *
 * @param operation the function to apply on each element
 * @param initial the initial accumulator value
 * @return the final accumulator value
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * *
 * @param initial the initial accumulator value
 * @param operation the function to apply on each element
 * @return the final accumulator value
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}

/**
 * Performs the given [operation] on each element and returns the collection itself afterwards.
 * *
 * @param operation the function to apply on each element
 * @return the collection itself afterwards
 */
public inline fun <S, T : S> Iterable<T>.reduce(operation: (S, T) -> S): S {
    // Implementation
}
calculates the next accumulator value.

```kotlin
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    var accumulator = operation(0, acc, iterator.next())
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
    }
    return accumulator
}
```

`reduceIndexed` returns the final value after applying the function to each element. Returns null if the collection is empty.

```kotlin
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var index = 0
    var accumulator = operation(index, acc, iterator.next())
    while (iterator.hasNext()) {
        index += 1
        accumulator = operation(index, accumulator, iterator.next())
    }
    return accumulator
}
```

`reduceIndexed` returns the final value after applying the function to each element. Returns null if the collection is empty.

```kotlin
public inline fun <S, T : S> List<T>.reduceIndexed(operation: (index: Int, T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previousIndex(), iterator.previous(), accumulator)
    }
    return accumulator
}
```

`reduceIndexed` returns the final value after applying the function to each element and its index. Returns null if the list is empty.

```kotlin
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

`scan` returns a list containing successive accumulation values generated by applying the function from left to right. Returns null if the collection is empty.

```kotlin
public inline fun <T, R> List<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    var estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    var result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

`scan` returns a list containing successive accumulation values generated by applying the function from left to right. Returns null if the list is empty.
samples.collections.Collections.Aggregates.scan

/*\@SinceKotlin("1.3")\@ExperimentalStdlibApi*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> (\n    val estimatedSize = collectionSizeOrDefault(9)\n) if (estimatedSize == 0) return listOf(initial)\n
val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n
for (element in this) {\n    val accumulator = operation(index++, acc, element)\n    result.add(accumulator)\n}

val result = result.toArrayList()\n
\n\n\n
/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right.\n * Each element in the list is calculated by applying [operation] to
 * the current accumulator value and the element passed to the function
 * that calculates the next accumulator value.
 *\n * @param [operation] function that takes an element and the current
 * accumulator value and calculates the next accumulator value.
 *\n * @sample samples.collections.Collections.Aggregates.scanReduce
 */

/*\@SinceKotlin("1.3")\@ExperimentalStdlibApi*/
public inline fun <S, T : S> Iterable<T>.scanReduceIndexed(operation: (Int, acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()

    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(index++, accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

/**
 * Splits this collection into a list of lists each not exceeding the
 * given [size].
 *\n * The last list in the resulting list may have less elements
 * than the given [size].\n *\n * @param [size] the size of each list
 *\n * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <K> Iterable<K>.chunked(size: Int): List<List<K>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this collection into several lists each not exceeding the
 * given [size] and applies the given [transform] function to each
 * list.
 *\n * @param [size] the size of each list
 *\n * @param [transform] the function to apply to each list
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <K, R> Iterable<K>.chunked(size: Int, transform: (List<K>) -> R): List<R> {
    return windowed(size, size, partialWindows = true)
}
list passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. The last list may have less elements than the given [size].

* param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.

* sample samples.text.Strings.chunkedTransform

* list passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it.

* last list may have less elements than the given [size].

* @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.

* @sample samples.text.Strings.chunkedTransform

*/
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 * @param element T
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list containing all elements of the original collection and then the given [element].
 * @param element T
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Iterable<T>.plus(element: T): List<T> {
    return add(element)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 * @param elements Array<out T>
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 * @param transform a function that takes a list of elements and returns a list of transformed elements.
 * @sample samples.collections.Iterables.Operations.partition
 */
public inline fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return addAll(elements)
result = ArrayList<T>()
result.addAll(this)
result.addAll(elements)
return result}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + elements.size)
    result.addAll(this)
    result.addAll(elements)
    return result}

/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    val result = ArrayList<T>(this.size + 10)
    result.addAll(this)
    result.addAll(elements)
    return result}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this collection with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default 'false' which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            result.add(List(windowSize) { this[index + it] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}

/**
 * Returns a list of results of applying the given [transform] function to
 * an each list representing a view over the window of the given [size]
 * sliding along this collection with the given [step].
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default 'false' which means partial windows won't be preserved
 * @sample samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
    checkWindowSizeStep(size, step)
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val windowSize = size.coerceAtMost(thisSize - index)
        if (windowSize < size && !partialWindows) break
        result.add(List(windowSize) { this[index + it] })
        index += step
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
result.add(transform(it))
    }
    return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public infix fun <T, R> Iterable<T>.zip(other: Array<R>): List<Pair<T, R>> {
    var i = 0
    val list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), arraySize))
    for (element in this) {
        if (i >= arraySize) break
        list.add(transform(element, other[i++]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection with the same
 * index using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zip
 */
public @Sample val * @sample samples.collections.Iterables.Operations.zipIterable

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Collections.Transformations.zip
 */
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
public @Sample val * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if
 * supplied. If the collection could be huge, you can specify a non-negative value of [limit], in which case only
 * the first [limit] elements will be appended, followed by the [truncated] string (which defaults to \"...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this
internal actual fun copyToArrayImpl(collection: Collection<Any>): Array<Any> {
    val array = emptyArray<Any>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToArrayImpl")
internal actual fun copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<T> {
    if (collection.size < array.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++] = iterator.next().unsafeCast<T>()
    }
    if (index < array.size) {
        array[destination] = null.unsafeCast<T>()
    }
    return array
}

/**
 * Returns an immutable list containing only the specified object [element].
 */
public fun <T> MutableList<T>.fill(value: T): Unit {
    for (i in 0 until size) {
        this[i] = value
    }
}

/**
 * Sorts elements in the list in-place according to their natural sort order.
 * Returns a new list with the elements in this list replaced with the [value].
 * Randomly shuffles elements in this list.
 * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle
 */
public fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    if (this.size <= 1) return
    val array = copyToArray(this)
    sortArrayWith(array, naturalOrder())
    for (i in 0 until size) {
        this[i] = array[i]
    }
}

@SinceKotlin("1.3")
internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()
 capacities or load factors.\n *\n @PublishedApi\ninternal actual fun mapCapacity(expectedSize: Int) =
 expectedSize\n *\n @SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@PublishedApi\ninternal actual fun checkBuilderCapacity(caps: Int) {\n    require(caps >= 0) { \"capacity must be non-negative.\" \}\n    }\n*\n @Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n*\n Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n
@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n
package\nkotlin.collections\n
/**\n * Returns the given iterator itself. This allows to use an instance of iterator in a \"for\"\n * loop.\n */\n@sample.samples.collections.Operators\ninternal\ninline fun\nIterator<\*>.iterator(): Iterator<\*> = this\n
/**\n * Checks a collection builder function capacity argument.\n */\n@PublishedApi\ninternal actual fun\nmapCapacity(expectedSize: Int) =\nexpectedSize

/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Byte, b: Byte): Byte =\n\n/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Short, b: Short): Short =\n\n/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Int, b: Int): Int =\n\n/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Long, b: Long): Long =\n\n/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Float, b: Float): Float =\n\n/**\n * Returns the greater of two values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Double, b: Double): Double =\n\n/**\n * Returns the greater of three values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Byte, b: Byte, c: Byte): Byte =\n\n/**\n * Returns the greater of three values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Short, b: Short, c: Short): Short =\n\n/**\n * Returns the greater of three values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Int, b: Int, c: Int): Int =\n\n/**\n * Returns the greater of three values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Long, b: Long, c: Long): Long =\n\n/**\n * Returns the greater of three values.\n */\n@PublishedApi\ninternal actual fun\nmaxOf(a: Float, b: Float, c: Float): Float =\n\n/**\n * Returns the greater of three values according to the order specified by the given
public fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<T>): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the greater of two values according to the order specified by the given [comparator].
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, comparator: Comparator<T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of
 */

[transform] function being invoked on each entry of original map, to the given [destination].

```kotlin
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each entry of the original map.
 */
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each entry of the original map.
 */
public inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each entry in the original map.
 */
public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

```kotlin
/**
 * Performs the given [action] on each entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    for (element in this) action(element)
}
```

```kotlin
/**
 * Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.
 */
    return entries.minBy(selector)
}
```

```kotlin
/**
 * Returns `true` if all entries match the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}
```

```kotlin
/**
 * Returns `true` if map has at least one entry.
 */
public fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}
```

```kotlin
/**
 * Returns `true` if any entry matches the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns the number of entries in this map.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.count(): Int {
    return size
}
```

```kotlin
/**
 * Returns the number of entries matching the given [predicate].
 */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.
 */
    return entries.maxBy(selector)
}
```

```kotlin
/**
 * Returns `true` if there are no entries.
 */
public inline fun <K, V> Map<out K, V>.none(): Boolean {
    return isEmpty()
}
```

```kotlin
/**
 * Returns `true` if no entries match the given [predicate].
 */
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns `true` if the map has no entries.
 */
public fun <K, V> Map<out K, V>.noneWithPredicate(): Boolean {
    return isEmpty()
}
```
V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 * @since
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map> Map<Entry<K, V>>.map(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) with(element) }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<Entry<K, V>>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
public fun <K, V> Map<Entry<K, V>>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

/**
 * Returns `true` if [element] is found in the sequence.
 * The operation is _terminal_.
 */
public operator fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first element matching the given [predicate].
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
return element
    return null
} * Returns first index of [element], or -1 if the sequence does not contain element. 

  The operation is _terminal._ * /n\public fun <@kotlin.internal.OnlyInputTypes T>
  Sequence<T>.indexOf(element: T): Int { var index = 0
    for (item in this) {
      checkIndexOverflow(index)
     if (element == item)
        return index
      index++
    } * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element. 

  The operation is _terminal._ * /n\public inline fun <T>
  Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int { var lastIndex = -1
    var index = 0
    for (item in this) {
      checkIndexOverflow(index)
      if (predicate(item)
        return lastIndex
      index++
    } * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element. 

  The operation is _terminal._ * /n\public inline fun <T>
  Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int { var last = iterator.next()
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    } * Returns the last element. 

  @throws [NoSuchElementException] if the sequence is empty. 

  The operation is _terminal._ * /n\public fun <T> Sequence<T>.last(): T { val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
} * Returns last index of [element], or -1 if the sequence does not contain such element. 

  The operation is _terminal._ * /n\public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int { var lastIndex = -1
    var index = 0
    for (item in this) {
      checkIndexOverflow(index)
     if (element == item)
        lastIndex = index
      index++
    } * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element. 

  The operation is _terminal._ * /n\public inline fun <T>
  Sequence<T>.lastOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
} * Returns last index of [element], or -1 if the sequence does not contain such element. 

  The operation is _terminal._ * /n\public fun <T>
  Sequence<T>.single(): T { val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
} * Returns single element, or throws an exception if the sequence is empty or has more than one element. 

  The operation is _terminal._ * /n\public fun <T> Sequence<T>.singleOrNull(): T? { val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
} * Returns the single element matching the given [predicate], or null if the sequence contains no matching element.
if (predicate(element)) {
    single = element
    found = true
    } else if (!found) return null
} return single

if (predicate(element)) {
    if (found) return null
    single = element
    found = true
} else if (!found) return null
return single

/**
 * Returns a sequence containing all elements except first \([n]\) elements.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample samples.collections.Collections.Transformations.drop\(n\) */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    return DropSequence(this, n)
}

/**
 * Returns a sequence containing only elements matching the given \(predicate\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given \(predicate\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.drop
 * @param \(predicate\) function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample samples.collections.Collections.Transformations.drop\(n\) */
public fun <T> Sequence<T>.filterIndexedTo(destination: Collection<T>, predicate: (index: Int, T) -> Boolean): Collection<T> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter \(R\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.filterIsInstance
 */
public inline fun <reified R> Sequence<*>.filterIsInstanceTo(destination: Collection<R>): Collection<R> {
    for (element in this) if (element is R) destination.add(element)
    return destination
}

/**
 * Appends all elements that are not null to the given \(destination\).
 * The operation is _intermediate_ and _stateless_.
 * @throws NullPointerException if \(predicate\) is null.
 * @sample samples.collections.Collections.Transformations.filterNot
 */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    return filterNot { it == null } as Sequence<T>
}

/**
 * Appends all elements matching the given \(predicate\) to the given \(destination\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.filterTo
 * @param \(predicate\) function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample samples.collections.Collections.Transformations.drop\(n\) */
public fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    for (element in this) if (predicate(index, element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing all elements that are not null.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.filterNot
 */
public fun <T : Any> Sequence<T>.filterNot(): Sequence<T> {
    return filterNot { it } as Sequence<T>
}

/**
 * Appends all elements matching the given \(predicate\) to the given \(destination\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.filterTo
 * @param \(predicate\) function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if \([n]\) is negative.
 * @sample samples.collections.Collections.Transformations.drop\(n\) */
public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    for (element in this) if (predicate(index, element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter \(R\).
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.filterIsInstance
 */
public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<R> {
    return filter { it is R } as Sequence<R>
}

/**
 * Appends all elements that are not null to the given \(destination\).
 * The operation is _intermediate_ and _stateless_.
 * @throws NullPointerException if \(predicate\) is null.
 * @sample samples.collections.Collections.Transformations.filterNot
 */
public fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {
    return filterNot { it == null } as Sequence<T>
}
* The operation is _intermediate_ and _stateless_.

```java
* @throws IllegalArgumentException if \( n \) is negative.\n* @sample samples.collections.Collections.Transformations.take

public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    val sortedList = this@take.sortedList()
    return sortedList.take(n)
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* The operation is _intermediate_ and _stateful_.\n* @sample samples.collections.Collections.Transformations.sorted

public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.sortedList()
            sortedList.sort()
            return sortedList.iterator()
        }
    }
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* The operation is _intermediate_ and _stateful_.\n* @sample samples.collections.Collections.Transformations.sortedDescending

public fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n* The operation is _intermediate_ and _stateful_.\n* @sample samples.collections.Collections.Transformations.sortedWith

public fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sorted.sortedList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.associateBy

public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Sequence<T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.sortedBy

public inline fun <T, R : Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted descending according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.sortedByDescending

public inline fun <T, R : Comparable<R>> Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareByDescending(selector))
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.associateByWithValueTransform

public inline fun <T, K, V> Sequence<T>.associateByWithValueTransform(keySelector: (T) -> K, valueTransform: (T) -> V): Sequence<T> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.associateBy

public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Sequence<T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
```

```java
/**
 * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n* @sample samples.collections.Collections.Transformations.associate

public fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
    return TakeWhileSequence(this, predicate)
}
```

```java
/**
 * Returns a sequence containing first elements satisfying the given [predicate] function.\n* The operation is _intermediate_ and _stateless_.\n* @throws IllegalArgumentException if \( n \) is negative.\n* @sample samples.collections.Collections.Transformations.take

public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count \( n \) is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
        
```
Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given sequence\n * and value is the element itself,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map,\n * The operation is _terminal_ \n * @sample samples.collections.Collections.Transformations.associateByTo
 */
public fun <T, K, M : MutableMap<K, V>, V> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * value is provided by the [valueTransform] function applied to elements of the given sequence,\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map,\n * The operation is _terminal_ \n * @sample samples.collections.Collections.Transformations.associateByToWithValueTransform\n */
public fun <T, K, V> Sequence<T>.associateByTo(destination: MutableMap<K, V>, keySelector: (T) -> K, valueTransform: (T) -> V): MutableMap<K, V> {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 * The operation is _terminal_.
 */
public fun <T, C : MutableCollection<T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence,\n * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Collections.Transformations.flatMap

`public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].
 * @return The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * @sample samples.collections.Collections.Transformations.flatMap
 */
public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function, to each element and returns a map where each group key is associated with a list of corresponding elements.
 * @return The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence
 * by the key returned by the given [keySelector] function, to each element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @return The operation is _terminal_, and _stateless_.
 * @sample samples.collections.Collections.Transformations.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element of the original sequence.
 * @return The operation is _terminal_, and _stateless_.
 * @sample samples.collections.Collections.Transformations.map
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform, { it.iterator() })
}

/**
 * Returns a sequence containing only the non-null
 * @sample samples.collections.Collections.Transformations.map
 */
public fun <T, R> Sequence<T>.mapIndexed(transform: (Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform, { (index, it) -> it.iterator() })
}
results of applying the given [transform] function\n* to each element and its index in the original sequence.\n* @param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* The operation is _intermediate_ and _stateless_. \n*/public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()\n}

/**
 * Applies the given [transform] function
 * to each element and its index in the original sequence\n* and append only the non-null results to the given
 * destination.\n* @param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* The operation is _terminal_. \n*/
public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    C \n    forEachIndexed { index, element -> transform(index, element) } \n    return destination\n}

/**
 * Applies the given [transform] function
 * to each element and its index in the original sequence
 * and append only the non-null results to the given
 * destination.\n* @param [transform] function that takes the index of an element and the element itself\n* and returns the result of the transform applied to the element.\n* The operation is _terminal_. \n*/
public fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function\n* to each element in the original sequence.\n* The operation is _intermediate_ and _stateless_. \n*/public fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {
    return TransformingSequence(this, transform).filterNotNull()\n}

/**
 * Applies the given [transform] function to each element in the original
 * sequence\n* and append only the non-null results to the given \n* destination.\n* The operation is _terminal_. \n*/
public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original sequence
 * and append the results to the given \n* destination.\n* The operation is _terminal_. \n*/
public inline fun <T, R, C : MutableCollection<R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a mutable set containing all distinct elements from the given sequence.\n* The returned set preserves \n* the element iteration order of the original sequence.\n* The operation is _terminal_. \n*/
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given \n* predicate.\n* The operation is _terminal_. \n*/
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if sequence has at least one element
 * The operation is _terminal_. \n*/
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()\n}
matches the given \[predicate\].\n\*\n* The operation is _terminal_.\n\*\n\* @sample

\[\text{samples.collections.Collections.Aggregates.anyWithPredicate(\text{\textit{any}} \text{\textit{predicate}}} {\text{\textit{true}}} {\text{\textit{false}}})\]
\n\*\n* Returns the number of elements in this sequence.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.count()}\n\n\*\n* Int {\text{\textit{var count = 0}}} \text{\textit{for}} \text{\textit{element in this}}\n\*\n\* checkCountOverflow(\text{\textit{++count}}) \text{\textit{return count}}\n\*\n\* \text{\textit{returns number of elements matching the given}}\n\*\n\* \text{\textit{predicate}}} {\text{\textit{true}}} {\text{\textit{false}}})\n\*\n\* \text{\textit{true}}\n\*\n\* \text{\textit{return false}}\n\*\n\* \text{\textit{returns number of elements in this sequence.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.count(predicate: (T) \text{\textit{\to}} Boolean) Int {\text{\textit{var count = 0}}} \text{\textit{for}} \text{\textit{element in this}}\n\*\n\* checkCountOverflow(\text{\textit{++count}}) \text{\textit{return count}}\n\*\n\* \text{\textit{accumulates value starting with \text{\textit{initial}}} \text{\textit{value and applying \text{\textit{operation}}} \text{\textit{from left to right}}} \text{\textit{to current accumulator value and each element.\n\*\n\* The operation is _terminal_.\n\*\n\* @public inline fun \text{T}.\n\*\n\* \text{Sequence<T>.anyWithPredicate(predicate: (T) \text{\textit{\to}} Boolean) \text{\textit{true}}} {\text{\textit{false}}})\n\*\n\* \text{\textit{return true}}\n\*\n\* \text{\textit{return false}}\n\*\n\* \text{\textit{returns number of elements in this sequence.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.countWithPredicate(predicate: (T) \text{\textit{\to}} Boolean) Int {\text{\textit{var count = 0}}} \text{\textit{for}} \text{\textit{element in this}}\n\*\n\* checkCountOverflow(\text{\textit{++count}}) \text{\textit{return count}}\n\*\n\* \text{\textit{returns number of elements matching the given}}\n\*\n\* \text{\textit{predicate}}} {\text{\textit{true}}} {\text{\textit{false}}})\n\*\n\* \text{\textit{return true}}\n\*\n\* \text{\textit{return false}}\n\*\n\* \text{\textit{returns number of elements in this sequence.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.min()} Double? {\text{\textit{next}}} {\text{\textit{var max = next}}\n\*\n\* if (max < \text{\textit{next}}) \text{\textit{max = next}}\n\*\n\* return max\n\*\n\* while (iterator.hasNext()) {\text{\textit{iterator.next()}}} \text{\textit{var e = iterator.next()}}\n\*\n\* if (\text{\textit{e.isNaN}}()) \text{\textit{return e}}\n\*\n\* \text{\textit{return max}}\n\*\n\* \text{\textit{returns the first element yielding the largest value of the given function \text{\textit{or}} \text{\textit{null}}} \text{\textit{if there are no elements.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.maxWith(comparator: \text{\textit{inT}} \text{\textit{\to}} \text{\textit{\textit{Comparator}}}) \text{\textit{int}}} {\text{\textit{var max = next}}\n\*\n\* if (\text{\textit{comparator.compare(max, next)} < 0}) \text{\textit{max = next}}\n\*\n\* return max\n\*\n\* \text{\textit{returns the smallest element or \text{\textit{null}}} \text{\textit{if there are no elements.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.minWith(comparator: \text{\textit{inT}} \text{\textit{\to}} \text{\textit{\textit{Comparator}}}) Int {\text{\textit{var min = next}}} \text{\textit{if (comparator.compare(min, next)} < 0}) \text{\textit{min = next}}\n\*\n\* return min\n\*\n\* \text{\textit{returns the smallest element or \text{\textit{null}}} \text{\textit{if there are no elements.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.maxBy(comparator: \text{\textit{comparator}}} {\text{\textit{true}}} {\text{\textit{false}}})\n\*\n\* \text{\textit{return max}}\n\*\n\* \text{\textit{returns the largest element or \text{\textit{null}}} \text{\textit{if there are no elements.\n\*\n\* The operation is _terminal_.\n\*\n\* @public fun \text{T}.\n\*\n\* \text{Sequence<T>.minBy(comparator: \text{\textit{comparator}}} {\text{\textit{true}}} {\text{\textit{false}}})\n\*\n\* \text{\textit{return min}}\n\*\n\* \text{\textit{returns the smallest element or \text{\textit{null}}} \text{\textit{if there are no elements.\n\*\n\* The operation is _terminal_.\n\*\n\* @sample

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The operation is _terminal_.

```kotlin
@SinceKotlin("1.1")
public fun Sequence<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}
```

/**
 * Returns the smallest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.1")
public fun Sequence<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun <T : Comparable<T>> Sequence<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = iterator.next().value
    do { val e = iterator.next(); val v = selector(e); if (minValue > v) { minElem = e; minValue = v } } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.minBy
 */
public inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    do { val e = iterator.next(); val v = selector(e); if (minValue > v) { minElem = e; minValue = v } } while (iterator.hasNext())
    return minElem
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * The operation is _terminal_.
 */
val accumulator: (it: T) -> Unit
    var accumulator = operation(accumulator, iterator.next())
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Sequence<T>.noneWithPredicate(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {
    return map {
        action(it)
        it
    }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceIndexed
 */
public inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun <T> Sequence<T>.reduceOrNull(operation: (T) -> Unit): Boolean {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: T = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun <T> Sequence<T>.reduceOrNull(operation: (T) -> Unit): Boolean {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: T = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun <T> Sequence<T>.reduceOrNull(operation: (T) -> Unit): Boolean {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: T = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun <T> Sequence<T>.reduceOrNull(operation: (T) -> Unit): Boolean {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: T = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}

/**
 * Returns `true` if no elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun <T> Sequence<T>.reduceOrNull(operation: (T) -> Unit): Boolean {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: T = iterator.next()
    while (iterator.hasNext()) accumulator = operation(accumulator, iterator.next())
    return accumulator
}
*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>
Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator = S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) * as it may be passed to [operation] function later because of sequence's lazy nature.
 * The operation is _intermediate_ and _stateless_.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@scan) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting sequence.
 * The [initial] value should also be immutable (or should not be mutated) * as it may be passed to [operation] function later because of sequence's lazy nature.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@scanIndexed) {
            index++
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element and current accumulator value that starts with the first element of this sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            while (iterator.hasNext()) {
                accumulator = operation(accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <S, T : S> Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return sequence {
        val iterator = iterator()
        if (iterator.hasNext()) {
            var accumulator: S = iterator.next()
            yield(accumulator)
            var index = 1
            while (iterator.hasNext()) {
                accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
                yield(accumulator)
            }
        }
    }
}
** Returns the sum of all values produced by [selector] function applied to each element in the sequence.

The operation is _terminal_ and *anpublic inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
  var sum = 0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

** Returns the sum of all values produced by [selector] function applied to each element in the sequence.

The operation is _terminal_ and *anpublic inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
  var sum: Double = 0
  for (element in this) {
    sum += selector(element)
  }
  return sum
}

** Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.

The operation is _intermediate_ and _stateless_ and *anpublic fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
  return map { it ?: throw IllegalArgumentException("null element found in $this.") }
}

** Splits this sequence into a sequence of lists each not exceeding the given [size].

The last list in the resulting sequence may have less elements than the given [size].

The operation is _intermediate_ and _stateful_ and *n @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.

** The operation is _intermediate_ and _stateful_ and *n @param sample the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.

** The operation is _intermediate_ and _stateful_ and *n The operation is _intermediate_ and _stateless_ and *anpublic fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
  return windowed(size, size, partialWindows = true)
}

** # T R Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
  return windowed(size, size, partialWindows = true, transform = transform)
}

** Returns a sequence containing all elements of the original sequence without the first occurrence of the given element.

The operation is _intermediate_ and _stateless_ and *anoperator fun <T>

** The operation is _intermediate_ and _stateful_ and *n @sample The operation is _intermediate_ and _stateful_ and *n The operation is _intermediate_ and _stateful_ and *n The operation is _intermediate_ and _stateful_ and *n The operation is _intermediate_ and _stateful_ and *n The operation is _intermediate_ and _stateful_ and *n

** Returns a sequence containing all elements of original sequence except the elements contained in the given [elements].

The operation is _intermediate_ and _stateful_ and *n

** Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.

Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from `@minus` *n

** Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.

Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from `@minus` *n

** Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.

The operation is _intermediate_ and _stateful_ and *n

** Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.

The operation is _intermediate_ and _stateful_ and *n
* Note that the source sequence and the sequence being subtracted are iterated only when an ‘iterator’ is requested from
 * the resulting sequence. Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive
 * invocations.

```kotlin
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}
```

```kotlin
/**
 * Splits the original sequence into pair of lists, where *first* list contains elements for which [predicate] yielded ‘true’,
 * while *second* list contains elements for which [predicate] yielded ‘false’. The operation is _terminal_ and _stateful_.
 * The elements sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
 * a correct and stable implementation of ‘hashCode()’ that doesn’t change between successive
 * invocations.

```kotlin
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {
    return plus(element)
}
```

```kotlin
/**
 * Returns a sequence of snapshots of the window of the given [size]
 * sliding along this sequence with the given [step], where each window has a list.
 * Several last lists may have less elements than the given [size]. Both [size] and [step] must be positive and can be greater than the number of
 * elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default false which means partial windows won’t be preserved
 * @param @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default false which means partial windows won’t be preserved
 * @param @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default false which means partial windows won’t be preserved
 * @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default false which means partial windows won’t be preserved
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}
```
representing a view over the window of the given [size] * sliding along this sequence with the given [step]. * 
* Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. * 
* You should not store it or allow it to escape in some way, unless you made a snapshot of it. * 
* Several last lists may have less elements than the given [size]. * 
* Both [size] and [step] must be positive and can be greater than the number of elements in this sequence. * 
* @param size the number of elements to take in each window * 
* @param step the number of elements to move the window forward by on each step, by default 1 * 
* @param partialWindows controls whether or not to keep partial windows in the end if any. * 
* by default `false` which means partial windows won't be preserved * 
* The operation is _intermediate_ and _stateless_. * 
* @sample samples.collections.Sequences.Transformations.averageWindows * 
* The resulting sequence ends as soon as the shortest input sequence ends. * 
* The operation is _intermediate_ and _stateless_. * 
* @sample samples.collections.Sequences.Transformations.zipWithNext * 
* Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index. * 
* The resulting sequence ends as soon as the shortest input sequence ends. * 
* The operation is _intermediate_ and _stateless_. * 
* @sample samples.collections.Sequences.Transformations.zipWithNextToFindDeltas * 
* The returned sequence is empty if this sequence contains less than two elements. * 
* The operation is _intermediate_ and _stateless_. * 
* @sample samples.collections.Collections.Transformations.joinTo

Sequence<T>.joinToString(separator: CharSequence = ",", prefix: CharSequence = ",", postfix: CharSequence = ",", limit: Int = -1, truncated: CharSequence = ".", transform: ((T) -> CharSequence?) = null): String { return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString() }

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> { return Iterables.<T>asIterable(this) }

/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> { return this }

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double { var sum = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int { var sum = 0
    for (element in this) { sum += element
        return sum
    } return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int { var sum = 0
    for (element in this) { sum += element
        return sum
    } return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int { var sum = 0
    for (element in this) { sum += element
        return sum
    } return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long { var sum = 0L
    for (element in this) { sum += element
        return sum
    } return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float { var sum = 0.0f
    for (element in this) { sum += element
        return sum
    } return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double { var sum = 0.0
    for (element in this) { sum += element
        return sum
    } return sum
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package open sourced used in DNAC platform guardian
kotlin.collections

NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

/*
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*/

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have `hashCode()` that doesn't change between successive invocations.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> { var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the given [elements] array.
 * The returned set preserves the element iteration order of the original set.
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> { return LinkedHashSet<T>(this).minus(elements)
}

/**
 * Returns a set containing all elements of the original set except the given [elements] sequence.
 * The returned set preserves the element iteration order of the original set.
 * Returns a set containing all elements of the original set except the given [elements] sequence.
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> { return LinkedHashSet<T>(this).minus(elements)
}

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.minusElement(element: T): Set<T> { return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> { return plus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> { return plus(element)
}

/**
 * Returns a set containing all elements of the original set and the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> { return plus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> { return plus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.
 * The returned set preserves the element iteration order of the original set.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>.plusElement(element: T): Set<T> { return plus(element)
}

*/

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license that can be found in the LICENSE.txt file.

*\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage kotlin.text

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stddlib\n\nimport kotlin.random.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun CharSequence.elementAt(index: Int): Char

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun CharSequence.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[0]
}

/**
 * Returns the first character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns the last character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}

/**
 * Returns the last character matching the given [predicate].
 * @throws [NoSuchElementException] if no such character is found.
 */
public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

/**
 * Returns first character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return -1
}

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this[length - 1];
}

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */
public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random character from this char sequence.
 */
public fun CharSequence.random(): Char? {
    return randomOrNull(Random())
}

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 */
public fun CharSequence.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return get(random.nextInt(length))
}

/**
 * Returns a random character, or `null` if this char sequence is empty.
 */
public fun CharSequence.single(): Char {
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence has more than one element.")
    }
}

/**
 * Returns the single character matching the given [predicate], or throws an exception if the char sequence is empty or has more than one character.
 */
public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Char sequence contains no character matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single
}

/**
 * Returns the single character, or throws an exception if the char sequence is empty or has more than one character.
 */
public fun CharSequence.singleOrNull(): Char? {
    return if (length == 1) this[0] else null
}

/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].
 */
public inline fun CharSetSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSetSequence {
    for (index in}
lastIndex downTo 0)
    if (!predicate(this[index]))
        return subSequence(0, index + 1)
    return subSequence(index, length)
}  

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].
 */
public inline fun CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.append(element)
    }
    return destination
}  

/**
 * Returns a string containing characters at the specified range of [indices].
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}
characters of the original char sequence at specified [indices].

*/
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
* Returns a subsequence of this char sequence containing the
* characters from this char sequence, or the entire char sequence if this char sequence is shorter.
*
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(0, n.coerceAtMost(length)).toString
}

/**
* Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))
}

/**
* Returns a subsequence of this char sequence containing last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
* Returns a string containing last [n] characters from this string, or the entire string if this string is shorter.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
* Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

/**
* Returns a string containing last characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
* Returns a subsequence of this char sequence containing the first [n] characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    return subSequence(0, length)
}

/**
* Returns a string containing the first characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

/**
* Returns a char sequence with characters in reversed order.
*/
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
* Returns a string with characters in reversed order.
*/
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString
}

/**
* Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
* Returns a [Map] containing characters from the given char sequence indexed by the
* key returned from [keySelector] function applied to each character.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> String.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
* Returns a [Map] containing characters from the given char sequence indexed by the
* key returned from [keySelector] function applied to each character.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
* Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> String.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/*

@kotlin.internal.InlineOnly
*/
iteration order of the original char sequence.

```kotlin
fun <K> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

fun <K, V> CharSequence.associateByTo(destination: MutableMap<K, V>, keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    for (element in this)
        destination.put(keySelector(element), valueTransform(element))
    return destination
}

fun <K, V, M : MutableMap<K, V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this)
        destination += transform(element)
    return destination
}

fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

```kotlin
fun <V, M : MutableCollection<V>> CharSequence.toCollection(destination: M): M {
    for (item in this)
        destination.add(item)
    return destination
}

fun <Char> CharSequence.toHashSet(): HashSet<Char> {
    return HashSet(CharSequence(toList()).toMutableList())
}
```
The returned set preserves the element iteration order of the original char sequence.

```kotlin
fun CharSequence.toSet(): Set<Char> {
    return when (length) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(length))).toSet()
    }
}
```

The returned map preserves the entry iteration order of the keys produced from the original char sequence.

```kotlin
inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

```kotlin
inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

```kotlin
@SinceKotlin("1.1")
inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```kotlin
inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}
```

```kotlin
inline fun <R> CharSequence.mapIndexed(transform: (index: Int, element: Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}
```

```kotlin
@SinceKotlin("1.1")
inline fun <R> CharSequence.mapIndexedIndexed(transform: (index: Int, element: Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}
```
Int, Char) -> R): List<R> { return mapIndexedTo(ArrayList<R>(length), transform) } Returns a list containing only the non-null results of applying the given [transform] function to each character and its index in the original char sequence.

* @param [transform] function that takes the index of a character and the character itself
* and returns the result of the transform applied to the character.

//public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> { return mapIndexedNotNullTo(ArrayList<R>(), transform) } Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

MutableCollection<R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): C { forEachIndexed { index, element -> transform(index, element) } let { destination.add(it) } } Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

//public inline fun <R, C : MutableCollection<R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
} Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

MutableCollection<R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): List<R> { return mapIndexedNotNullTo(ArrayList<R>(), transform) } Applies the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

MutableCollection<R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): C { forEachIndexed { index, element -> transform(index, element) } let { destination.add(it) } } Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

MutableCollection<R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): C { forEachIndexed { index, element -> transform(index, element) } let { destination.add(it) } } Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.

MutableCollection<R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (Char) -> R?): C { forEachIndexed { index, element -> transform(index, element) } let { destination.add(it) } } Returns a list containing only the non-null results of applying the given [transform] function to each character in the original char sequence and appends only the non-null results to the given [destination].

* @param [transform] function that takes the index of a character and the character itself and returns the result of the transform applied to the character.
character and applying [operation] from left to right to current accumulator value and each character.

```kotlin
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

```kotlin
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = operation(get(index--), accumulator)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> List<CharSequence>.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> List<CharSequence>.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> List<CharSequence>.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```
each character, its index in the original char sequence and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with the first character of this char sequence.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

* Returns the sum of all values produced by [selector] function applied to each character in the char sequence.

```kotlin
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}
```

* Applies the given [transform] function to each character in the char sequence.

```kotlin
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}
```

* Splits this char sequence into a sequence of strings.
each not exceeding the given [size].

The last string in the resulting sequence may have less characters than the given [size].

* @param size the number of elements to take in each string, must be positive and can be
greater than the number of elements in this char sequence.

* @sample samples.collections.Collections.Transformations.chunked

* @SinceKotlin("1.2")

public fun CharSequence.chunkedSequence(size: Int): Sequence<String> {
    return chunkedSequence(size) { it.toString()
}
}

** Splits this char sequence into several char sequences each not exceeding the given [size]
and applies the given [transform] function to an each.

* @param size the number of elements to take in each char sequence, must be positive and can be
greater than the number of elements in this char sequence.

* @sample samples.text.Strings.chunkedTransformToSequence

* @SinceKotlin("1.2")

public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = CharSequence.partition(predicate: (Char) -> Boolean): Pair<String, String> {
        val first = StringBuilder()
        val second = StringBuilder()
        for (element in this) {
            if (predicate(element)) {
                first.append(element)
            } else {
                second.append(element)
            }
        }
        return Pair(first.toString(), second.toString())
    }
}

** Splits the original char sequence into several char sequences each not exceeding the given [size]
and applies the given [transform] function to the part of each char sequence. Note that the char sequence
taken by the [transform] function is ephemeral and is valid only inside that function.

* You should not store it or allow it to escape in some way, unless you made
a snapshot of it.

* The last char sequence may have less characters than the given [size].

* @param size * @param size the number of elements to take in each char sequence, must be positive and can be
greater than the number of elements in this char sequence.

* @sample samples.text.Strings.partition

public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size]
 * sliding along this char sequence with the given [step], where
 * each snapshot is a string.

* @param size * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @param size * @param size * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @sample samples.collections.Sequences.Transformations.takeWindows

* @SinceKotlin("1.2")

public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString()
}
}

/**
 * Returns a list of results of applying the given [transform] function to
 * an each char sequence representing a view over the window of the given [size]
 * sliding along this char sequence with the given [step].

* @param size * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @param size * @param size * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @sample samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")

public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<R> {
    return checkWindowSizeStep(size, step)
    var index = 0
    while (index in 0 until this.length) {
        var resultCapacity = size * step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        for (element in this) {
            if (predicate(element)) {
                first.append(element)
            } else {
                second.append(element)
            }
        }
        return Pair(first.toString(), second.toString())
    }
}

/**
 * Checks whether the given size and step are valid and returns the resulting size and step.

* @param size * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @param size * @param size * @param partialWindows controls whether or not to keep partial windows in the end if any.

* @sample samples.collections.Sequences.Transformations.averageWindows

* @SinceKotlin("1.2")

    checkWindowSizeStep(size, step)
    var index = 0
    while (index in 0 until this.length) {
        var resultCapacity = size * step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        for (element in this) {
            if (predicate(element)) {
                first.append(element)
            } else {
                second.append(element)
            }
        }
        return Pair(first.toString(), second.toString())
    }
}
val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
result.add(transform(subSequence(index, coercedEnd)))

Returns a sequence of snapshots of the window of the given [size] * n sliding along this char sequence with the given [step], where each * n snapshot is a string.
Several last strings may have less characters than the given [size] * n * n. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any.

@default 'false' which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.takeWindows

*\n
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] * n sliding along this char sequence with the given [step].

* n * n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.
* n You should not store it or allow it to escape in some way, unless you made a snapshot of it.
*
Several last char sequences may have less characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

* @param size the number of elements to take in each window

* @param step the number of elements to move the window forward by on each step, by default 1

* @param partialWindows controls whether or not to keep partial windows in the end if any.

* @default 'false' which means partial windows won't be preserved

* @sample samples.collections.Sequences.Transformations.averageWindows

*\n
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
    return windows.asSequence().map { index ->
        val end = index + size
        val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))
    }
}

/**
 * Returns a list of pairs built from the characters of this and the other char sequences with the same index

* The returned list has length of the shortest char sequence.

* @sample samples.text.Strings.zip

*/
public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
    return zip(other) { c1, c2 -> c1 to c2 }
}

/**
 * Returns a list of values built from the characters of this and the other char sequences with the same index

* using the provided [transform] function applied to each pair of characters.

* The returned list has length of the shortest char sequence.

* @sample samples.text.Strings.zipWithTransform

*/
public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
    val length = minOf(this.length, other.length)
    val list = ArrayList<V>(length)
    for (i in 0 until length) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent characters in this char sequence.

* The returned list is empty if this char sequence contains less than two characters.

* @sample samples.collections.Collections.Transformations.zipWithNext

*/
@SinceKotlin("1.2")
public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
    return zipWithNext { a, b -> a to b }
}

*/
@SinceKotlin("1.2")
public fun CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val list = ArrayList<R>(size)
    for (index in 0 until size) {
        list.add(transform(this[index], this[index + 1]))
    }
    return list
}

*\n
Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.

*\n
*\n
Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.

*/
(this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() } 
} 

"/\n"
"/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

kotlin

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.
 */
public fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startIndex = 0
    var endIndex = length - 1
    var startFound = false

    while (startIndex <= endIndex) {
        val index = if (!startFound) startIndex else endIndex
        val match = predicate(this[index])

        if (!startFound) {
            if (!match)
                startFound = true
            else
                startIndex += 1
        } else {
            if (!match)
                break
            else
                endIndex -= 1
        }
    }

    return subSequence(startIndex, endIndex + 1)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.
 */
public inline fun String.trim(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trim(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return ""
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return ""
}

/**
 * Returns a string having trailing characters matching the [predicate] removed.
 */
public inline fun String.trimEnd(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimEnd(predicate).toString()

/**
 * Returns a char sequence with content of this char sequence padded at
 * the beginning to the specified [length] with the specified character or space.
 */
public fun CharSequence.trim(): CharSequence =
    trim(Char::isWhitespace)

/**
 * Returns a string having leading and trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(): String = (this as CharSequence).trim().toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trim(vararg chars: Char): String =
    trim { it in chars }

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trim(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString()

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimEnd(vararg chars: Char): String =
    (this as CharSequence).trimEnd(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
 */
public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
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public fun String.trimStart(vararg chars: Char): String =
    (this as CharSequence).trimStart(vararg chars).toString() 

* @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * @return Returns a string having leading and trailing whitespace removed.
sequence prepended with [padChar] as many times\n as are necessary to reach that length.\n @sample samples.text.Strings.padStart
 *\n@package fun CharSequence.padStart\n(length: Int, padChar: Char = \'
'): CharSequence {\n if (length < 0) \n throw IllegalArgumentException("Desired length\n Length is less than zero.").\n if (length <= this.length) \n return this.subSequence(0, this.length)\n val sb = StringBuilder(length)\n for (i in 1...(length - this.length))\n sb.append(padChar)\n sb.append(this)\n return s\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length\n less than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]\n consisting of `this` string prepended with [padChar] as many times\n as are necessary to reach that length.\n * @sample samples.text.Strings.padStart
 *\n@public fun String.padStart\n(length: Int, padChar: Char = \'
'): String =\n (this as CharSequence).padStart(length, padChar).toString()\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]\n consisting of `this` string prepended with [padChar] as many times\n as are necessary to reach that length.\n * @sample samples.text.Strings.padStart

/**
 * Pads the string to the specified \[length\] at the beginning with the specified character or space.\n *\n@sample samples.text.Strings.padStart
 */
public fun CharSequence.padStart\n(length: Int, padChar: Char = ' '): CharSequence {\n    if (length < 0)\n        throw IllegalArgumentException("Desired length\n Length is less than zero.").\n    if (length <= this.length)\n        return this.subSequence(0, this.length)\n
    val sb = StringBuilder(length)\n    for (i in 1...(length - this.length))\n        sb.append(padChar)\n    sb.append(this)\n    return sb
}

/**
 * Pads the string to the specified \[length\] at the end with the specified character or space.\n *\n* @param length the desired string length.\n* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n* @return Returns a char sequence of length at least [length]\n consisting of `this` char sequence appended with [padChar] as many times\n as are necessary to reach that length.\n* @sample samples.text.Strings.padEnd
 */
public fun CharSequence.padEnd\n(length: Int, padChar: Char = ' '): CharSequence {\n    if (length < 0)\n        throw IllegalArgumentException("Desired length\n Length is less than zero.").\n    if (length <= this.length)\n        return this.subSequence(0, this.length)\n
    val sb = StringBuilder(length)\n    sb.append(this)\n    for (i in 1...(length - this.length))\n        sb.append(padChar)\n    return sb
}

/**
 * Pads the string to the specified \[length\] at the end with the specified character or space.\n *\n* @param length the desired string length.\n* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n* @return Returns a string of length at least [length]\n consisting of `this` string appended with [padChar] as many times\n as are necessary to reach that length.\n* @sample samples.text.Strings.padEnd
 */
public fun String.padEnd\n(length: Int, padChar: Char = ' '): String =\n (this as CharSequence).padEnd(length, padChar).toString()\n
/**
 * Returns a char sequence with content of this char sequence padded at the end\n * to the specified \[length\] with the specified character or space.\n *\n* @param length the specified \[length\].\n* @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n* @return Returns a char sequence of length at least [length]\n consisting of `this` char sequence appended with [padChar] as many times\n as are necessary to reach that length.\n* @sample samples.text.Strings.padEnd
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty\n(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this nullable char sequence is \n * either `null` or empty.\n *\n* @sample samples.text.Strings.padEnd
 *\n@public fun CharSequence.isNullOrEmpty\n*/
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty\n(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Iterator for characters of the given char sequence.\n */
public operator fun CharSequence.iterator\n(): CharIterator = object : CharIterator {\n    private var index = 0

    public override fun nextChar\n(): Char = get(index++)

    public override fun hasNext\n(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.\n *\n* @sample samples.text.Strings.padStart
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty\n(): String = this ?: ""

/**
 * Returns this char sequence if it's not empty\n * or the result of calling \[defaultValue\] function if the char sequence is empty.\n *\n* @sample samples.text.Strings.padStart
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun C.ifEmpty\n(defaultValue: () ->
R): R where C : CharSequence, C : R

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,
 * or the result of calling defaultValue function otherwise.
 */
@sample samples.text.Strings.stringIfBlank

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int

/**
 * Returns `true` if this CharSequence has Unicode surrogate pair at the specified [index].
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean

/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String

/**
 * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].
 */
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String

/**
 * Returns a substring before the last occurrence of [delimiter].
 */
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String

/**
 * Returns a substring after the first occurrence of [delimiter].
 */
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String

/**
 * Returns a substring after the last occurrence of [delimiter].
 */
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
@sample samples.text.Strings.stringIfBlank

/**
 * Returns a substring specified by the given [range] of indices.
 */
@kotlin.internal.InlineOnly
@sinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun String.subSequence(start: Int, end: Int): CharSequence

/**
 * Returns a substring before the first occurrence of [delimiter].
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String

/**
 * Returns a substring after the last occurrence of [delimiter].
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String

/**
 * Returns a substring after the last occurrence of [delimiter].
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String
*public fun String.removePrefix(prefix: CharSequence): String {
    if (startsWith(prefix)) {
        return substring(prefix.length)
    }
    return this
}

*public fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {
    if (endsWith(suffix)) {
        return subSequence(0, length - suffix.length)
    }
    return subSequence(0, length)
}

*public fun String.removeSuffix(suffix: CharSequence): String {
    if (endsWith(suffix)) {
        return substring(0, length - suffix.length)
    }
    return this
}

*public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return subSequence(prefix.length, length - suffix.length)
    }
    return subSequence(0, length)
}

*public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence = removeSurrounding(delimiter, delimiter)

*public fun String.removeSurrounding(delimiter: Char): String = removeSurrounding(delimiter, delimiter)

*public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

*public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

*public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index + delimiter.length, replacement)
}

*public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

*public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

*public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

*public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}
fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/**
 * Replace part of string before the last occurrence of given delimiter with the [replacement] string.
 * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.
 * @param delimiter The delimiter to be replaced.
 * @param replacement The replacement string.
 * @return The string with the delimiter replaced.
 */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the given [replacement].
 * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string
 * @param regex The regular expression to match against.
 * @param replacement The replacement string.
 * @return A new string with the matches replaced.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)

/**
 * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression
 * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement.
 * @param regex The regular expression to match against.
 * @param transform The replacement function.
 * @return A new string with the matches replaced.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

/**
 * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement].
 * @param regex The regular expression to match against.
 * @param replacement The replacement string.
 * @return A new string with the first match replaced.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)

/**
 * Returns `true` if this char sequence matches the given regular expression.
 * @param regex The regular expression to match against.
 * @return `true` if the char sequence matches the given regular expression.
 */
@kotlin.internal.InlineOnly
public inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)

/**
 * Implementation of [regionMatches] for CharSequences.
 * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.
 * @param this The char sequence.
 * @param other The other char sequence.
 * @param fromIndex The starting index in [this].
 * @param toIndex The ending index in [this] (exclusive).
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the specified region in this char sequence is equal to the specified region in the other char sequence.
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {
        return false
    }
    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

/**
 * Returns `true` if this char sequence starts with the specified character.
 * @param character The character to check for.
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the char sequence starts with the specified character.
 */
public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 && this[0].equals(char, ignoreCase)

/**
 * Returns `true` if this char sequence ends with the specified character.
 * @param character The character to check for.
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the char sequence ends with the specified character.
 */
public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 && this[lastIndex].equals(char, ignoreCase)

/**
 * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.
 * @param prefix The prefix to check for.
 * @param startIndex The starting index in this char sequence.
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the substring starts with the specified prefix.
 */
public fun CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    var i = startIndex
    var j = 0
    while (i < this.length && j < prefix.length) {
        if (ignoreCase) {
            if (this[i].lowercase() == prefix[j].lowercase())
                i++
                j++
            else
                return false
        } else {
            if (this[i] == prefix[j])
                i++
                j++
            else
                return false
        }
    }
    return i == this.length && j == prefix.length
}

/**
 * Returns `true` if this char sequence ends with the specified suffix.
 * @param suffix The suffix to check for.
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the char sequence ends with the specified suffix.
 */
public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    var i = this.length - suffix.length
    var j = suffix.length - 1
    while (i >= 0 && j >= 0) {
        if (ignoreCase) {
            if (this[i].lowercase() == suffix[j].lowercase())
                i--
                j--
            else
                return false
        } else {
            if (this[i] == suffix[j])
                i--
                j--
            else
                return false
        }
    }
    return j == -1
}

/**
 * Returns `true` if the specified region in this char sequence is equal to the specified region in the other char sequence.
 * @param this The char sequence.
 * @param other The other char sequence.
 * @param fromIndex The starting index in [this].
 * @param toIndex The ending index in [this] (exclusive).
 * @param ignoreCase Whether case should be ignored during comparison.
 * @return `true` if the specified region in [this] is equal to the specified region in [other].
 */
internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {
        return false
    }
    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}
```java
/**
 * Finds the first occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string.
 * @return A pair of the index of the first occurrence of matched string from [strings] and the string matched.
 */
public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? = findAnyOf(strings, startIndex, ignoreCase, last = false)

/**
 * Finds the last occurrence of any of the specified [strings] in this char sequence,
 * starting from the specified [startIndex] and optionally ignoring the case.
 * @param ignoreCase `true` to ignore character case when matching a string.
 * @return An index of the last occurrence of matched string from [strings] or -1 if none is found.
 */
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int = findLastAnyOf(strings, startIndex, ignoreCase, last = true)

/**
 * Returns the index of the first occurrence of the specified character, starting from the specified [startIndex].
 * @param char The character to search for.
 * @param ignoreCase `true` to ignore character case when matching a character.
 * @return An index of the first occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeIndexOf(char, startIndex)
}

/**
 * Returns the index of the first occurrence of the specified string, starting from the specified [startIndex].
 * @param string The string to search for.
 * @param ignoreCase `true` to ignore character case when matching a string.
 * @return An index of the first occurrence of [string] or -1 if none is found.
 */
public fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        indexOf(string, startIndex, length, ignoreCase)
    else
        nativeIndexOf(string, startIndex)
}

/**
 * Returns the index of the last occurrence of the specified character, starting from the specified [startIndex].
 * @param char The character to search for.
 * @param ignoreCase `true` to ignore character case when matching a character.
 * @return An index of the last occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)
}

/**
 * Returns the index of the last occurrence of the specified string, starting from the specified [startIndex].
 * @param string The string to search for.
 * @param ignoreCase `true` to ignore character case when matching a string.
 * @return An index of the last occurrence of [string] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this !is String)
        lastIndexOfAny(string, startIndex, ignoreCase)
    else
        nativeLastIndexOf(string, startIndex)
}
```

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character. By default `false`.

```kotlin
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(regex: Regex): Boolean =
    indexOf(regex.containsMatchIn(this)) >= 0

/**
 * Returns `true` if this char sequence contains at least one match of the specified regular expression `[regex]`.
 *
 * @param regex The regular expression.
 * @param ignoredCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of `[string]` or `-1` if none is found.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =
    indexOf(char, ignoreCase = ignoreCase) >= 0

/**
 * Returns `true` if this char sequence contains the specified character `[char]`.
 *
 * @param char The character.
 * @param ignoredCase `true` to ignore character case when comparing characters. By default `false`.
 * @return An index of the last occurrence of `[char]` or `-1` if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int
    return if (ignoreCase || this !is String)
        lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
    else
        nativeLastIndexOf(char, startIndex)

/**
 * Returns `true` if this char sequence contains the specified sequence of characters as a substring.
 *
 * @param ignoredCase `true` to ignore character case when comparing characters. By default `false`.
 * @return A sequence of index ranges of substrings in this char sequence around occurrences of the specified delimiters.
 */
public fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {
        nextItem = null
    } else
        nextItem = currentStartIndex..input.lastIndex
    nextSearchIndex = -1
}

```

```kotlin
override fun hasNext(): Boolean {

    if (nextState == -1)
        calcNext()
    if (nextState == 0)
        throw NoSuchElementException()
    val

```
else it to 1 }}

private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })

}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].
 *
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    var currentOffset = 0
    var nextIndex =
indexOf(delimiter, currentOffset, ignoreCase)
  if (nextIndex == -1 || limit == 1) {
    return listOf(this.toString())
  } else {
    val isLimited = limit > 0
    val result = ArrayList<String>()
    currentOffset = nextIndex + delimiter.length
    // Do not search for next occurrence if we're reaching limit
    if (isLimited && result.size == limit - 1) break
    nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
  }

  val isLimited = limit > 0
  val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
  do {
    result.add(substring(currentOffset, nextIndex))
    currentOffset = nextIndex + delimiter.length
    // Do not search for next occurrence if we're reaching limit
    if (isLimited && result.size == limit - 1) break
    nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
  } while (nextIndex != -1)
  return result
}

/**
 * Splits this char sequence around matches of the given regular expression.
 * @param limit Non-negative value specifying the maximum number of substrings to return.
 * Zero by default means no limit is set.
 * @param *\n * Splits this char sequence to a list of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)

/**
 * Splits this char sequence to a sequence of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 */
public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array
 * or its subrange.
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char \`\uFFFD`. If [startIndex] is less than zero or [endIndex] is greater than the size of this array, this method throws IllegalArgumentSequenceException if [startIndex] is greater than [endIndex].
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this byte array contains UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * Any malformed char sequence is replaced by the replacement byte sequence \`\uFFFD`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
val n1 = this.length
val n2 = other.length
val min = minOf(n1, n2)
if (min == 0) return n1 - n2

var start = 0
while (true) {
    val end = minOf(start + 16, min)
    var s1 = this.substring(start, end)
    var s2 = other.substring(start, end)
    if (s1 != s2) {
        s1 = s1.toUpperCase()
        s2 = s2.toUpperCase()
        if (s1 != s2) {
            s1 = s1.toLowerCase()
            s2 = s2.toLowerCase()
            if (s1 != s2) {
                return s1.compareTo(s2)
            }
        }
    }
    if (end == min) break
    start = end
}
return n1 - n2
} else {
    return compareTo(other)
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

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the index operator.

*\n
* If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n
* public operator fun get(index: Int): UInt = storage[index].toInt()/*

**\n
* Sets the element at the given [index] to the given [value]. This method can be called using the index operator.

*\n
* If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n
* public operator fun set(index: Int, value: UInt) {

*\n
* Storage for this array.

*\n
* Public override val size: Int get() = storage.size

*\n
* Returns a new array of the specified [size], where each element is calculated by calling the specified [init] function.

*\n
* The function [init] is called for each array element sequentially starting from the first one.

* It should return the value for an array element given its index.

*\n
* @SinceKotlin("1.3")

*\n
* @ExperimentalUnsignedTypes

*\n
* @kotlin.internal.InlineOnly

*\n
* Public inline fun

*\n
* UIntArray(size: Int, init: (Int) -> UInt): UIntArray {

*\n
*\n
*\n
* Returns the number of elements in the array.

*\n
* Public override fun contains(element: UInt): Boolean {

*\n
* ContainsAll(elements: Collection<UInt>): Boolean {

*\n
* Returns the number of elements in the array.

*\n
* Public override fun containsAll(elements: Collection<UInt>): Boolean {

*\n
* Public override fun isEmpty(): Boolean = this.storage.size == 0

*\n
* Public override fun iterator(): UIntIterator = Iterator(storage)

*\n
* Private class Iterator(private val array: IntArray) : UIntIterator() {

*\n
* Index operator.

*\n
* If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n
* Public override fun fun set(index: Int, value: UInt) {

*\n
* Storage for this array.

*\n
* Public override val size: Int get() = storage.size

*\n
* Returns a new array of the specified [size], where each element is calculated by calling the specified [init] function.

*\n
* The function [init] is called for each array element sequentially starting from the first one.

* It should return the value for an array element given its index.

*\n
* @SinceKotlin("1.3")

*\n
* @ExperimentalUnsignedTypes

*\n
* @kotlin.internal.InlineOnly

*\n
* Public inline fun

*\n
* UIntArray(size: Int, init: (Int) -> UInt): UIntArray {

*\n
*\n
*\n
* Returns the number of elements in the array.

*\n
* Public override fun contains(element: UInt): Boolean {

*\n
* ContainsAll(elements: Collection<UInt>): Boolean {

*\n
* Returns the number of elements in the array.

*\n
* Public override fun isEmpty(): Boolean = this.storage.size == 0

*\n
* Public override fun iterator(): UIntIterator = Iterator(storage)

*\n
* Private class Iterator(private val array: LongArray) : ULongIterator() {

*\n
* Index operator.

*\n
* If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n
* Public operator fun get(index: Int): ULong = storage[index].toULong()/*

**\n
* Sets the element at the given [index]. This method can be called using the index operator.

*\n
* If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

*\n
* Public operator fun set(index: Int, value: ULong) {

*\n
* Storage for this array.

*\n
* Public override val size: Int get() = storage.size

*\n
* Returns a new array of the specified [size], where each element is calculated by calling the specified [init] function.

*\n
* The function [init] is called for each array element sequentially starting from the first one.

* It should return the value for an array element given its index.

*\n
* @SinceKotlin("1.3")

*\n
* @ExperimentalUnsignedTypes

*\n
* @kotlin.internal.InlineOnly

*\n
* Public inline fun

*\n
* ULongArray(@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")@PublishedApi)

*\n
* internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {\n
*\n
*\n
* Returns the number of elements in the array.

*\n
* Public override fun contains(element: ULong): Boolean {

*\n
* ContainsAll(elements: Collection<ULong>): Boolean {

*\n
* Returns the number of elements in the array.

*\n
* Public override fun isEmpty(): Boolean = this.storage.size == 0

*\n
* Public override fun iterator(): ULongIterator = Iterator(storage)
function

* The function [init] is called for each array element sequentially starting from the first one.

* It should return the value for an array element given its index.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toLong() })
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long): Comparator<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         * */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         * */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         * */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         * */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = this.minus(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = this.times(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    public inline operator fun div(other: ULong): ULong = this.div(other.toULong())

    /** Returns the remainder of the division of this value by the other value. */
    public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

    /** Returns the remainder of the division of this value by the other value. */
    public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

    /** Returns the remainder of the division of this value by the other value. */
    public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

    /** Returns the remainder of the division of this value by the other value. */
    public inline operator fun rem(other: ULong): ULong = this.rem(other.toULong())

    /** Implicitly converts this value to the specified type. */
    @SinceKotlin("1.3")
    public operator fun invoke(other: UByte): UByte = this.invoke(other.toULong())

    /** Implicitly converts this value to the specified type. */
    @SinceKotlin("1.3")
    public operator fun invoke(other: UShort): UShort = this.invoke(other.toULong())

    /** Implicitly converts this value to the specified type. */
    @SinceKotlin("1.3")
    public operator fun invoke(other: UInt): UInt = this.invoke(other.toULong())

    /** Implicitly converts this value to the specified type. */
    @SinceKotlin("1.3")
    public operator fun invoke(other: ULong): ULong = this.invoke(other.toULong())
this.times(other.toULong())
/** Multiplies this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))
/** Divides this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun div(other: UByte): ULong = ulongDivide(this, other)
/** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): ULong = ulongRemainder(this, other)
/** Increments this value. */
@kotlin.internal.InlineOnly
public inline operator fun inc(): ULong = ULong(data.inc())
/** Decrements this value. */
@kotlin.internal.InlineOnly
public inline operator fun dec(): ULong = ULong(data.dec())
/** Creates a range from this value to the specified [other] value. */
@kotlin.internal.InlineOnly
public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
/** Shifts this value left by the [bitCount] number of bits. */
@kotlin.internal.InlineOnly
public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
/** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
@kotlin.internal.InlineOnly
public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)
/** Performs a bitwise AND operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
/** Performs a bitwise OR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): ULong = ULong(data.inv())
/** Converts this [ULong] value to [Byte]. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
/** Converts this [ULong] value to [Short]. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()
/** Converts this [ULong] value to [Int]. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()
/** Converts this [ULong] value to [Long]. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data
/** Converts this [ULong] value to [UByte]. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
value represents the same numerical value as this `ULong`. The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.

* @kotlin.internal.InlineOnly
* public inline fun toUByte(): UByte = data.toUByte()/*
* Converts this [ULong] value to [UShort].
* * * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents
* the same numerical value as this `ULong`. * * * The resulting `UShort` value is represented by the least significant 16 bits of this `ULong` value.

* @kotlin.internal.InlineOnly
* public inline fun toUShort(): UShort = data.toUShort()/*
* Converts this [ULong] value to [UShort].
* * * In case when this `ULong` value is exactly between two `Float`s, * * * the one with zero at least significant bit of mantissa is selected.

* @kotlin.internal.InlineOnly
* public inline fun toFloat(): Float = data.toDouble().toFloat()/*
* Converts this [ULong] value to [Float].
* * * The resulting value is the closest `Float` to this `ULong` value. * * *
* In case when this `ULong` value is exactly between two `Double`s, * * *
* the one with zero at least significant bit of mantissa is selected.

* @kotlin.internal.InlineOnly
* public inline fun toDouble(): Double = ulongToDouble(data)/*
* Converts this [Byte] value to [ULong]. * * *
* If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`. * * *
* The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value, whereas the most significant 56 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Byte.toULong(): ULong = ULong(this.toLong())/*
* Converts this [Short] value to [ULong].
* * * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value, whereas the most significant 48 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Short.toULong(): ULong = ULong(this.toLong())/*
* Converts this [Int] value to [ULong].
* * * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`. * * *
* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value, whereas the most significant 32 bits are filled with the sign bit of this value.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Int.toULong(): ULong = ULong(this.toLong())/*
* Converts this [Long] value to [ULong].
* * * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`. * * *
* The resulting `ULong` value has the same binary representation as this `Long` value. * * *
* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Long.toULong(): ULong = ULong(this)/*
* Converts this [Float] value to [ULong].
* * * The fractional part, if any, is rounded down towards zero. * * *

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())/*
* Converts this [Double] value to [ULong].
* * * If it's bigger than `ULong.MAX_VALUE`, * * *

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* public inline fun Double.toULong(): ULong = doubleToULong(this)/*
* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * * *

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
*/
// Auto-generated file. DO NOT EDIT!"
UShortArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
internal constructor(@PublishedApi internal val storage: ShortArray): Collection<UShort>

/**
 * Creates a new array of the specified [size], with all elements initialized to zero.
 */
public constructor(size: Int): this(ShortArray(size))

/**
 * Returns the array element at the given [index]. This method can be called using the index operator.
 */
operator fun get(index: Int): UShort = storage[index].toUShort()

/**
 * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
 */
operator fun set(index: Int, value: UShort) {
    storage[index] = value.toShort()
}

/**
 * Returns the number of elements in the array.
 */
override val size: Int get() = storage.size

/**
 * Creates an iterator over the elements of the array.
 */
override operator fun iterator(): UShortIterator = Iterator(storage)

private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
}

override fun contains(element: UShort): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    return storage.contains(element.toShort())
}

override fun containsAll(elements: Collection<UShort>): Boolean {
    return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
}

override fun isEmpty(): Boolean = storage.size == 0

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
 * function.
 * The function [init] is called for each array element sequentially starting from the first one.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

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public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * 
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * 
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component1(): UShort {\n    return get(0)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component4(): UInt {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component4(): ULong {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component4(): UByte {
    return get(3)\n}\n*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)\n}
UShortArray.component4(): UShort {\n    return get(3)\n}\n\n/**
 * Returns 5th *element* from the array.\n * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@SinceKotlin("1.3.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {\n    return get(4)\n}\n
/**
 * Returns 5th *element* from the array.\n * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@SinceKotlin("1.3.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt {\n    return get(4)\n}\n
/**
 * Returns 5th *element* from the array.\n * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@SinceKotlin("1.3.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong {\n    return get(4)\n}\n
/**
 * Returns 5th *element* from the array.\n * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@SinceKotlin("1.3.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte {\n    return get(4)\n}\n
/**
 * Returns 5th *element* from the array.\n * 
 * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@SinceKotlin("1.3.1")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {\n    return get(4)\n}
index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.find(predicate: ( UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: ( ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: ( UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.find
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: ( UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: ( UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: ( ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.findLast(predicate: ( UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Collections.Elements.findLast
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: ( UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * @sample samples.collections.Collections.Elements.first
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * @sample samples.collections.Collections.Elements.first
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * @sample samples.collections.Collections.Elements.first
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 * @sample samples.collections.Collections.Elements.first
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}
[defaultValue] function if the [index] is out of bounds of this array.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.getOrNull(index: Int): UShort? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUInt()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) }
}
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUByte())
    }
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the
 * array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUShort())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the
 * array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUInt())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the
 * array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toULong())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the
 * array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUByte())
    }
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the
 * array does not contain such element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the
 * array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.last(): UInt {
    return storage.last().toUInt()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the
 * array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.last(): ULong {
    return storage.last().toULong()
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the
 * array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.last(): UByte {
    return storage.last().toUByte()
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the given [predicate].")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the given [predicate].")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the given [predicate].")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the given [predicate].")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the given [predicate].")
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.\n"
) \n
* Returns last index of [element], or -1 if the array does not contain element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

@SinceKotlin("1.3")
@FunctionalInterface
public interface Random {
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.random(random: Random): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.random(random: Random): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}
has more than one element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}  // Returns the single element, or throws an exception if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}  // Returns the single element, or throws an exception if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}  // Returns the single element, or throws an exception if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}  // Returns the single element, or throws an exception if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UInt
}  // Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as ULong
}  // Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UByte
}  // Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as UShort
}  // Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}  // Returns single element, or `null` if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}  // Returns single element, or `null` if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}  // Returns single element, or `null` if the array is empty or has more than one element.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}  // Returns single element, or `null` if the array is empty or has more than one element.
```

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than one element.\n
@SinceKotlin("1.3")\npublic fun
UShortArray.singleOrNull(): UShort? {\n    if (size <= 1) return null
    \n    var found = false
    \n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null
            single = element
            found = true
        }\n    }\n    \n    return if (found) return single

@SinceKotlin("1.3")\npublic fun
UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n    var found = false
    var single: UInt? = null
    \n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null
            single = element
            found = true
        }\n    }\n    \n    return if (found) return single

@SinceKotlin("1.3")\npublic fun
ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n    var found = false
    var single: ULong? = null
    \n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null
            single = element
            found = true
        }\n    }\n    \n    return if (found) return single

@SinceKotlin("1.3")\npublic fun
UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n    var found = false
    var single: UByte? = null
    \n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null
            single = element
            found = true
        }\n    }\n    \n    return if (found) return single

@SinceKotlin("1.3")\npublic fun
UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n    var found = false
    var single: UShort? = null
    \n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null
            single = element
            found = true
        }\n    }\n    \n    return if (found) return single

@SinceKotlin("1.3")\npublic fun
UIntArray.drop(n: Int): List<UInt> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
ULongArray.drop(n: Int): List<ULong> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UByteArray.drop(n: Int): List<UByte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UShortArray.drop(n: Int): List<UShort> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return takeLast((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UIntArray.dropLast(n: Int): List<UInt> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
ULongArray.dropLast(n: Int): List<ULong> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UByteArray.dropLast(n: Int): List<UByte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UShortArray.dropLast(n: Int): List<UShort> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UIntArray.dropLast(n: Int): List<UInt> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
ULongArray.dropLast(n: Int): List<ULong> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UByteArray.dropLast(n: Int): List<UByte> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))

@SinceKotlin("1.3")\npublic fun
UShortArray.dropLast(n: Int): List<UShort> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size - n).coerceAtLeast(0))
samples.collections.Collections.Transformations.drop

@Transactional
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex - 1 downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex - 1 downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex - 1 downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex - 1 downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@Transactional
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
MutableCollection<in UInt> filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @return a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for(element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (!predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for(element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}
if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) { list.add(get(index)) } return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) { list.add(get(index)) } return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) { list.add(get(index)) } return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list =
ArrayList<UShort>(size)
for (index in indices) {
    list.add(get(index))
}
return list

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes*\public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes*\public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes*\public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements of this array at specified [indices].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: IntRange): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n >= size) return toList() if (n == 1) return listOf(this[0]) var count = 0
    val list = List<UInt>(n) for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n >= size) return toList() if (n == 1) return listOf(this[0]) var count = 0
    val list = List<ULong>(n) for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n >= size) return toList() if (n == 1) return listOf(this[0]) var count = 0
    val list = List<UByte>(n) for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n >= size) return toList() if (n == 1) return listOf(this[0]) var count = 0
    val list = List<UShort>(n) for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
open source used in DNAC platform guardian 9346
UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
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public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns a list with elements in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

/**
 * Returns an array with elements of this array in reversed order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()
    }
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()}
}

/**
 * Sorts elements in the array in-place descending according to their natural sort order.
 */
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort() reverse()}
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UIntArray.sortedArray(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun ULongArray.sortedArray(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }
}
ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
} *

// Returns a list of all elements sorted descending according to their natural sort order.
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
} *

// Returns a list of all elements sorted descending according to their natural sort order.
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
} *

// Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
* of the corresponding element of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UByteArray.asByteArray(): ByteArray {
    return storage
} *

// Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
* of the corresponding element of this array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UIntArray.asIntArray(): IntArray {
    return storage
} *

// Returns a [List] that wraps the original array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UByteArray.asList(): List<UByte> {
    return storage.asList()
} *

// Returns a [List] that wraps the original array.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UShortArray.asList(): List<UShort> {
    return storage.asList()
} *

// Returns `true` if the two specified arrays are *structurally* equal to one another;
* i.e. contain the same number of the same elements in the same order.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
} *
the same elements in the same order.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return storage.contentEquals(other.storage)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return storage.contentEquals(other.storage)
}
```

```kotlin
/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int {
    return storage.contentHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}
```

```kotlin
/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}
```

```kotlin
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}
```

```kotlin
/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return joinToString(", ", "[", "]")
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 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}
```

```kotlin
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. 
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy.
 * @param endIndex the end (exclusive) of the subrange to copy.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndexOf the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndexOf, endIndex)
    return destination
}
```

```kotlin
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndexOf the end (exclusive) of the subrange to copy, size of this array by default.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndexOf, endIndex)
    return destination
}
```

```kotlin
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndexOf, endIndex)
    return destination
}
```

```kotlin
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * @param destination the array to copy to.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndexOf: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndexOf, endIndex)
    return destination
}
```
fun UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

fun ULongArray.copyOf(newSize: Int): ULongArray {
    return ULongArray(storage.copyOf(newSize))
}

fun UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element, fromIndex, toIndex)
}

fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element, fromIndex, toIndex)
}
default.* @param toIndex the end of the range (exclusive), size of this array by default.* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {\n  storage.fill(element.toLong(), fromIndex, toIndex)\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n  storage.fill(element.toByte(), fromIndex, toIndex)\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {\n  storage.fill(element.toShort(), fromIndex, toIndex)\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline val UIntArray.indices: IntRange
  get() {\n    return storage.indices\n  }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline val ULongArray.indices: IntRange
  get() {\n    return storage.indices\n  }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline val UByteArray.indices: IntRange
  get() {\n    return storage.indices\n  }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline val UShortArray.indices: IntRange
  get() {\n    return storage.indices\n  }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {\n  return UIntArray(storage +\n    elements.toInt())\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {\n  return ULongArray(storage +\n    elements.toLong())\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {\n  return UByteArray(storage +\n    elements.toByte())\n}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\public inline operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {\n  return UShortArray(storage +\n    elements.toShort())\n}
storage.copyOf(size + elements.size) for (element in elements) result[index++] = element.toInt() return UIntArray(result)

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size) for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size) for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size) for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ByteArrayList], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArrayList(): ByteArrayList {
    return storage.copyOf()
}
[ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()\nunu/**\n * Returns a *typed* object array containing all of the elements of this primitive array.
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt>
{
    return Array(size) { index -> this[index] }\nunu/**\n * Returns a *typed* object array containing all of the elements of this primitive array.
}

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())\nunu/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n * @sample samples.collections.Collections.Transformations.flatMap\n```
fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

fun <R, C : MutableList<UInt>> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

fun <R, C : MutableList<ULong>> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

fun <R, C : MutableList<UByte>> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

fun <R, C : MutableList<UShort>> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}

fun <R, C : MutableList<K>> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)
}

fun <R, C : MutableList<K>> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {
    return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)
}

fun <R, C : MutableList<K>> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {
    return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)
}

fun <R, C : MutableList<K>> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {
    return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)
}
samples.collections.Collections.Transformations.groupBy

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UInt>()
        } as MutableList<UInt>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * @return The returned map preserves the entry iteration order of the keys produced from the original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UInt>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UByte>()
        } as MutableList<UByte>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
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 * @sample samples.collections.Collections.Transformations.groupBy
 * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UShort>()
        } as MutableList<UShort>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
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 * @sample samples.collections.Collections.Transformations.groupBy
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UInt>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UInt>()
        } as MutableList<UInt>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UShort>()
        } as MutableList<UShort>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UInt>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UInt>()
        } as MutableList<UInt>
        list.add(element)
    }

    return destination
}

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 * Groups elements of the original array by the key returned by the given [keySelector] function
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UShort>()
        } as MutableList<UShort>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UInt>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UInt>()
        } as MutableList<UInt>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
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 * @sample samples.collections.Collections.Transformations.groupBy
 * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UShort>()
        } as MutableList<UShort>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
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 * @sample samples.collections.Collections.Transformations.groupBy
 * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UInt>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UInt>()
        } as MutableList<UInt>
        list.add(element)
    }

    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
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 * * * @sample samples.collections.Collections.Transformations.groupByKeysAndValues

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V, M : MutableList<UShort>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {

    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            mutableListOf<UShort>()
        } as MutableList<UShort>
        list.add(element)
    }

    return destination
}
ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableList<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableList<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableList<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableList<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableList<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>() }
        list.add(element)
    }
    return destination
}
map each group key associated with a list of corresponding values.\n* @return The [destination] map.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues
*
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of the transform applied to the element.
 * @param [destination] list to which the results of applying the given [transform] function to each
 * element and its index in the original array are added.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R> UIntArray.mapIndexedTo(destination: MutableList<R>, transform: (Int, UInt) -> R): MutableList<R> {
    return mapIndexedTo(destination, transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of the transform applied to the element.
 * @param [destination] list to which the results of applying the given [transform] function to each
 * element and its index in the original array are added.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R> ULongArray.mapIndexedTo(destination: MutableList<R>, transform: (Int, ULong) -> R): MutableList<R> {
    return mapIndexedTo(destination, transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of the transform applied to the element.
 * @param [destination] list to which the results of applying the given [transform] function to each
 * element and its index in the original array are added.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R> UByteArray.mapIndexedTo(destination: MutableList<R>, transform: (Int, UByte) -> R): MutableList<R> {
    return mapIndexedTo(destination, transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of the transform applied to the element.
 * @param [destination] list to which the results of applying the given [transform] function to each
 * element and its index in the original array are added.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n
public inline fun <R> UShortArray.mapIndexedTo(destination: MutableList<R>, transform: (Int, UShort) -> R): MutableList<R> {
    return mapIndexedTo(destination, transform)
}
index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}
elements match the given \[\text{predicate}\].

```kotlin
/**
 * Returns `true` if all elements match the given \[\text{predicate}\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[\text{predicate}\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[\text{predicate}\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[\text{predicate}\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns the number of elements matching the given \[\text{predicate}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given \[\text{predicate}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) return count
    return count
}

/**
 * Returns the number of elements matching the given \[\text{predicate}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) return count
    return count
}

/**
 * Returns the number of elements matching the given \[\text{predicate}\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) return count
    return count
}
```
inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and
 * applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UShortArray.foldIndexed(initial: R, operation: (Int, acc: R, UShort) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

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*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
\npublic inline fun <R>
UShortArray.foldRightIndexed(initial: R, operation: (Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public inline fun UIntArray.forEachIndexed(action: (Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element yielding the largest value of the given function or `null` if there are no elements.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

/**
 * Performs the given [action] on each element yielding the largest value of the given function or `null` if there are no elements.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public fun ULongArray.max(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

/**
 * Performs the given [action] on each element yielding the largest value of the given function or `null` if there are no elements.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}

/**
 * Performs the given [action] on each element yielding the largest value of the given function or `null` if there are no elements.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly
public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < e) max = e
    return max
}
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable>R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[i]
    for (i in 1..lastIndex) {
        e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {n
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {n
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {n
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {n
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort { *\n if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.") \n var accumulator = this[0] \n for (index in 1..lastIndex) { \n     accumulator = operation(accumulator, this[index]) \n } \n return accumulator \n}/**

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}'
if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reduceRightIndexed(operation: (Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reduceRightIndexed(operation: (Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)

    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)

    }
    return accumulator
}
accumulator = operation(get(index--), accumulator)
} 
return accumulator
} /* * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty. */
@sample samples.collections.Collections.Aggregates.reduceRightOrNull

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnl y\public inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) -> UShort): UShort? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.scan

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnl y\public inline fun <R> UListArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.scan

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnl y\public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.scan

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnl y\public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.scan

*An@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnl y\public inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply {
        add(initial)
    }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
values generated by applying [operation] from left to right \* to each element, its index in the original array and current accumulator value that starts with [initial] \* \n * \n \n Note that `acc` value passed to [operation] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * \n * @param [operation] function that takes the index of an element, current accumulator value \n * and the element itself, and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun <R> UVarArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UVar) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
    if (isEmpty()) return emptyList()
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun UintArray.scanReduce(operation: (acc: UInt, Uint) -> Uint): List<Uint> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun UVarArray.scanReduce(operation: (acc: UVar, UVar) -> UVar): List<UVar> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnl
y\npublic inline fun UShortArray.scanReduce(operation: (acc: UShort, UShort) -> UShort): List<UShort> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    for (index in indices) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<ULong>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UByte>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UShort>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UInt>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UInt>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UInt>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

result.add(accumulator) var accumulator = this[0] val result = ArrayList<UInt>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index]) } result.add(accumulator) return result

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
public inline fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
[selector] function applied to each element in the array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R, V> UintArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

The returned list has length of the shortest collection.
```kotlin
/**
 * Returns a list of pairs built from the elements of this collection and [other] array with the same index
 * in the returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with the same
 * index
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with
 * the same index
 * using the provided [transform] function applied to each pair of elements.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with
 * the same index
 * using the provided [transform] function applied to each pair of elements.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of this array and the [other] array with
 * the same index
 * using the provided [transform] function applied to each pair of elements.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V>
UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with
 * the same index
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with
 * the same index
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with
 * the same index
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of this collection and [other] array with
 * the same index
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of this array and the [other] array with
 * the same index
 * using the provided [transform] function applied to each pair of elements.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var i = 0
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/* An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {*/
/*\n    var i = 0\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }
    return list\n}
*/
```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o.
 * and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license
 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T : Number, Collection<T>> Collection<T>.sum(): UInt {
    var sum = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T : Number, Collection<T>> Collection<T>.sum(): ULong {
    var sum = 0uL
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T : Number, Collection<T>> Collection<T>.sum(): UInt {
    var sum = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun <T : Number, Collection<T>> Collection<T>.sum(): UInt {
    var sum = 0u
    for (element in this)
        sum += element
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Array<T>.sum(): T {
    return storage.sum().toT()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> UIntArray.sum(): T {
    return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> ULongArray.sum(): T {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> UByteArray.sum(): T {
    return sumBy { it.toT() }
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> UShortArray.sum(): T {
    return sumBy { it.toT() }
}
```

Open Source Used In DNAC Platform Guardian 9378
return sum(\n    \n    ) * Returns the sum of all elements in the collection.\n\n*\n@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Iterable\n\n\n**\n* Returns the greater of two values.\n\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UInt, b: UInt): UInt {\n    return if (a >= b) a else b\n}\n\n\n/**\n * Returns the greater of two values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, b: ULong): ULong {\n    return if (a >= b) a else b\n}\n\n\n/**\n * Returns the greater of two values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte, b: UByte): UByte {\n    return if (a >= b) a else b\n}\n\n\n/**\n * Returns the greater of three values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun minOf(a: UInt, b: UInt, c: UInt): UInt {\n    return minOf(a, minOf(b, c))\n}\n\n\n/**\n * Returns the greater of three values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n    return minOf(a, minOf(b, c))\n}\n\n\n/**\n * Returns the greater of three values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n    return minOf(a, minOf(b, c))\n}\n\n\n/**\n * Returns the greater of three values.\n**\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n    return minOf(a, minOf(b, c))\n}\n\n\n/**\n * Returns a random element from this range.\n*\n*\n* @throws IllegalArgumentException if this range is empty.\n\nOpen Source Used In DNAC Platform Guardian 9379
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}
progression from this value down to the specified [to] value with the step -1.\n* The [to] value should be less than or equal to ‘this’ value.\n* If the [to] value is greater than ‘this’ value the returned progression is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UByte.downTo(to: UByte):\nUIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1u)\n* Returns a progression from this value down to the specified [to] value with the step -1.\n* The [to] value should be less than or equal to ‘this’ value.\n* If the [to] value is greater than ‘this’ value the returned progression is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UInt.downTo(to: UInt):\nUIntProgression {\n    return UIntProgression.fromClosedRange(this, to, -1L)\n* Returns a progression from this value down to the specified [to] value with the step -1.\n* The [to] value should be less than or equal to ‘this’ value.\n* If the [to] value is greater than ‘this’ value the returned progression is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun ULong.downTo(to: ULong):\nULongProgression {\n    return ULongProgression.fromClosedRange(to, this, -1)\n* Returns a progression from this value down to the specified [to] value with the step -1.\n* The [to] value should be less than or equal to ‘this’ value.\n* If the [to] value is greater than ‘this’ value the returned progression is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UShort.downTo(to: UShort):\nUIntProgression {\n    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n* Returns a progression from this value down to the specified [to] value with the step -1.\n* The [to] value should be less than or equal to ‘this’ value.\n* If the [to] value is greater than ‘this’ value the returned progression is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun UIntProgression.reversed():\nUIntProgression {\n    return UIntProgression.fromClosedRange(last, first, -step)\n* Returns a progression that goes over the same range in the opposite direction with the same step.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun ULongProgression.reversed():\nULongProgression {\n    return ULongProgression.fromClosedRange(last, first, -step)\n* Returns a progression that goes over the same range in the opposite direction with the same step.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UIntProgression.step(step: Int):\nUIntProgression {\n    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n* Returns a progression that goes over the same range with the given step.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun ULongProgression.step(step: Long): ULongProgression {\n    checkStepIsPositive(step > 0, step)\n    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n* Returns a progression that goes over the same range with the given step.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UByte.until(to: UByte): UIntRange {\n    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UInt.until(to: UInt): UIntRange {\n    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun ULong.until(to: ULong): ULongRange {\n    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this.toULong() .. (to - 1u).toULong()\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public infix fun UShort.until(to: UShort): UIntRange {\n    if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun UInt.coerceAtLeast(minimumValue: UInt):\nUInt {\n    return if (this < minimumValue) minimumValue else this\n* Ensures that this value is not less than the specified [minimumValue].\n* If the [minimumValue] is greater than or equal to the [minimumValue] otherwise.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@public fun ULong.compareAtLeast(minimumValue: ULong):\nULong {\n    return if (this < minimumValue) minimumValue else this\n* Ensures that this value is not less than the specified [minimumValue].\n* If the [minimumValue] is greater than or equal to the [minimumValue] otherwise.
than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or the [minimumValue] if this value is less than the specified range, or [maximumValue] if this value is greater than [maximumValue].\n * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or the [minimumValue] if this value is less than the specified range, or [maximumValue] if this value is greater than [maximumValue].\n * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
   if (this < minimumValue) return minimumValue
   if (this > maximumValue)
      return maximumValue
   return this

Ensures that this value lies in the specified range
[minValue].[maxValue].
   @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
   @n if (minimumValue > maximumValue) throw
   IllegalArgument
      return maximumValue
   return maximumValue
   return this

Ensures that this value lies in the specified range
[minValue].[maxValue].
   @return this value if it's in the range, or [minimumValue], or [maximumValue] if this value is greater than [maximumValue].

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
   if (minimumValue > maximumValue) throw
   IllegalArgument
      return maximumValue
   return maximumValue
   return this

Ensures that this value lies in the specified [range].
   @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
   if (range is ClosedFloatingPointRange) {
      return this.coerceIn<UInt>(range)
   }
   if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
   return
   when {
      this < range.start -> range.start
      this > range.endInclusive -> range.endInclusive
      else ->
   }

Ensures that this value lies in the specified [range].
   @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
   if (range is ClosedFloatingPointRange) {
      return this.coerceIn<ULong>(range)
   }
   if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
   return
   when {
      this < range.start -> range.start
      this > range.endInclusive -> range.endInclusive
      else ->
   }

Ensures that this value lies in the specified [range].
   @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

Sum of all elements in the sequence. The operation is _terminal_.

*An@file:kotlin.jvm.JvmMultifileClass@n@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }

    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UByte {
    var sum: UByte = 0uB
    for (element in this) {
        sum += element
    }

    return sum
}
Sequence<UByte>.sum(): UInt { 
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

Sequence<UShort>.sum(): UInt { 
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

Sequence<UByte>.sum(): UInt { 
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

Sequence.<UShort>.

/**
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 *Licensed under the Apache License,
 *Version 2.0 (the "License"); you may not use this file except in compliance with the License.
 *You may obtain a copy of the License at
 *http://www.apache.org/licenses/LICENSE-2.0
 *
 *Unless required by applicable law or agreed to in writing, software distributed under the License
 *is distributed on an "AS IS" BASIS,
 *WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 *See the License for the specific language governing permissions and limitations under the License.
 */

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 *Classes that inherit from this interface can be represented as a sequence of elements that can't be iterated over,
 *and that supports removing elements during iteration.

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 *and that supports removing elements during iteration.

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 *and that supports removing elements during iteration.

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 *and that supports removing elements during iteration.

 *Classes that inherit from this interface can be represented as a sequence of elements that can't be iterated over,
// Query Operations

// Positional Access Operations
*/
* Returns the element at the specified index in the list.

*\n* public function

get(index: Int): E *// Search Operations
*/
* Returns the index of the first occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.

*\n* public function

indexOf(element: @UnsafeVariance E): Int *// Search Operations
*/
* Returns the index of the last occurrence of the specified element in the list, or -1 if the specified element is not contained in the list.

*\n* public function

lastIndexOf(element: @UnsafeVariance E): Int *// Search Operations
*/
* Returns a list iterator over the elements in this list (in proper sequence).

*\n* public function

listIterator(index: Int): ListIterator<E> *// List Iterators
*/
* Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).

*\n* The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa.

*\n* Structural changes in the base list make the behavior of the view undefined.

*\n* public function

subList(fromIndex: Int, toIndex: Int): List<E> *// List Iterators
*/
* Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].

*\n* public function

listIterator(index: Int): ListIterator<E> *// List Iterators
*/
* Returns a list iterator over the elements in this list (in proper sequence).

*\n* public function

listIterator(): ListIterator<E> *// List Iterators
*/
* Inserts an element at the specified position in this list.

*\n* replaces the specified element at the specified position.

*\n* Removes an element at the specified index from the list.

*\n* Removes an element from the specified [index] of the list.

*\n* Adds the specified element to the end of this list.

*\n* Inserts an element into the list at the specified position.

*\n* A generic unordered collection of elements that supports adding and removing elements.

*\n* @param E the type of elements contained in the list. The mutable list is invariant on its element type.

"\n*\n* Adds all of the elements of the specified collection to the end of this list.

*\n* A generic ordered collection of elements that supports adding and removing elements.

*\n* @param E the type of elements contained in the list. The mutable list is invariant on its element type.

*\n* A generic ordered collection of elements that supports adding and removing elements.

*\n* @param E the type of elements contained in the list. The mutable list is invariant on its element type.

*\n* A generic unordered collection of elements that does not support duplicate elements.

*\n* @param E the type of elements contained in the set. The set is covariant on its element type.

"\n*\n* A generic unordered collection of elements that does not support duplicate elements, and supports adding and removing elements.

*\n* @param E the type of elements contained in the set. The mutable set is invariant on its element type.
override fun retainAll(elements: Collection<E>): Boolean
override fun clear(): Unit

A collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key. Methods in this interface support only read-only access to the map; read-write access is supported through @param K interface. The map is invariant on its key type, as it can accept key as a parameter (of [containsKey] for example) and return it in [keys] set.

This method can return null if the map contains the specified key, or [defaultValue] if such a key is not present in the map.

A modifiable collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key. The map is invariant on its key type.

A collection...
public abstract class CharIterator : Iterator<Char> {
    override final fun next() = nextChar()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextChar(): Char
}

public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextShort(): Short
}

public abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float
}

public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextInt(): Int
}

public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

internal class CharProgressionIterator(first: Char, last: Char, val step: Int) : CharIterator() {
    private val finalElement = last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextChar(): Char {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
        }
        next += step
        return value
    }
}

internal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {
    private val finalElement = last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextLong(): Long {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }
        next += step
        return value
    }
}

internal class ShortProgressionIterator(first: Short, last: Short, val step: Int) : ShortIterator() {
    private val finalElement = last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextShort(): Short {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
        }
        next += step
        return value
    }
}

internal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextInt(): Int {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        }
        next += step
        return value
    }
}

internal class BooleanProgressionIterator(first: Boolean, last: Boolean, val step: Int) : BooleanIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextBoolean(): Boolean {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
        }
        next += step
        return value
    }
}
LongProgression = LongProgression(rangeStart, rangeEnd, step)

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 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive: T

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks whether the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

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 */

package kotlin

/**
 * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {
    override fun toString() = "kotlin.Unit"
}

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 */

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 */
public enum class AnnotationTarget {
    /**
     * Class, interface or object, annotation class is also included
     */
    CLASS,
    /** Annotation class only */
    ANNOTATION_CLASS,
    /** Generic type parameter (unsupported yet) */
    TYPE_PARAMETER,
    /** Property */
    PROPERTY,
    /** Field, including property's backing field */
    FIELD,
    /** Local variable */
    LOCAL_VARIABLE,
    /** Constructor only (primary or secondary) */
    CONSTRUCTOR,
    /** Function (constructors are not included) */
    FUNCTION,
    /** Property getter only */
    PROPERTY_GETTER,
    /** Property setter only */
    PROPERTY_SETTER,
    /** Type usage */
    TYPE,
    /** Any expression */
    EXPRESSION,
    /** File */
    FILE,
    /** Type alias */
    TYPEALIAS
}

/**
 * Contains the list of possible annotation retention's.
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    /**
     * Annotation isn't stored in binary output
     */
    SOURCE,
    /** Annotation is stored in binary output, but invisible for reflection (default retention) */
    BINARY,
    /** Annotation is stored in binary output and visible for reflection */
    RUNTIME
}

/**
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
 * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_SETTER], [PROPERTY_GETTER], [ANNOTATION_CLASS]
 */
public annotation class @Target(AnnotationTarget.ANNOTATION_CLASS) annotation

annotation is applicable twice or more on a single code element

@Target(AnnotationTarget.ANNOTATION_CLASS) public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.

@Target(AnnotationTarget.ANNOTATION_CLASS) public annotation class MustBeDocumented

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 */

package kotlin.internal

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks. That means it's completely safe to use generic types as argument for such parameter.

@Target(AnnotationTarget.TYPE_PARAMETER) @Retention(AnnotationRetention.BINARY) internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on platform. For example MutableMap.remove(K, V) available only if corresponding method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)

@Target(AnnotationTarget.FUNCTION) @Retention(AnnotationRetention.BINARY) internal annotation class PlatformDependent

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 */

package kotlin.internal

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].

@PublishedApi internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].

@PublishedApi internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES
OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language
governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.reflect\n\n/**\n * Represents a
parameter passed to a function or a property getter/setter,\n * including `this` and extension receiver parameters.\n
*/\npublic interface KParameter : KAnnotatedElement {\n /**\n * 0-based index of this parameter in the
parameter list of its containing callable.\n */\n public val index: Int\n\n /**\n * Name of this parameter as it
was declared in the source code,\n * or `null` if the parameter has no name or its name is not available at
runtime.\n * Examples of nameless parameters include `this` instance for member functions,\n * extension
receiver for extension functions or properties, parameters of Java methods\n * compiled without the debug
information, and others.\n */\n public val name: String?\n\n /**\n * Type of this parameter. For a `vararg`
parameter, this is the type of the corresponding array,\n * not the individual element.\n */\n public val type:
KType\n\n /**\n * Kind of this parameter.\n */\n public val kind: Kind\n\n /**\n * Kind represents a
particular position of the parameter declaration in the source code,\n * such as an instance, an extension receiver
parameter or a value parameter.\n */\n public enum class Kind {\n
/** Instance required to make a call to
the member, or an outer class instance for an inner class constructor. */\n
INSTANCE,\n\n
/** Extension
receiver of an extension function or property. */\n
EXTENSION_RECEIVER,\n\n
/** Ordinary named
value parameter. */\n
VALUE,\n }\n\n /**\n * `true` if this parameter is optional and can be omitted when
making a call via [KCallable.callBy], or `false` otherwise.\n *\n * A parameter is optional in any of the two
cases:\n * 1. The default value is provided at the declaration of this parameter.\n * 2. The parameter is declared
in a member function and one of the corresponding parameters in the super functions is optional.\n */\n public
val isOptional: Boolean\n\n /**\n * `true` if this parameter is `vararg`.\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs)\n *
for more information.\n */\n @SinceKotlin(\"1.1\")\n public val isVararg: Boolean\n}\n","/*\n * Copyright
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by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\n/**\n
* Represents a type. Type is usually either a class with optional type arguments,\n * or a type parameter of some
declaration, plus nullability.\n */\npublic interface KType : KAnnotatedElement {\n /**\n * The declaration of
the classifier used in this type.\n * For example, in the type `List<String>` the classifier would be the [KClass]
instance for [List].\n *\n * Returns `null` if this type is not denotable in Kotlin, for example if it is an
intersection type.\n */\n @SinceKotlin(\"1.1\")\n public val classifier: KClassifier?\n\n /**\n * Type
arguments passed for the parameters of the classifier in this type.\n * For example, in the type `Array<out
Number>` the only type argument is `out Number`.\n *\n * In case this type is based on an inner class, the
returned list contains the type arguments provided for the innermost class first,\n * then its outer class, and so
on.\n * For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.\n */\n
@SinceKotlin(\"1.1\")\n public val arguments: List<KTypeProjection>\n\n /**\n * `true` if this type was
marked nullable in the source code.\n *\n * For Kotlin types, it means that `null` value is allowed to be
represented by this type.\n * In practice it means that the type was declared with a question mark at the end.\n *
For non-Kotlin types, it means the type or the symbol which was declared with this type\n * is annotated with a
runtime-retained nullability annotation such as [javax.annotation.Nullable].\n *\n * Note that even if
[isMarkedNullable] is false, values of the type can still be `null`.\n * This may happen if it is a type of the type
parameter with a nullable upper bound:\n *\n * ```\n * fun <T> foo(t: T) {\n * // isMarkedNullable ==
false for t's type, but t can be null here when T = \"Any?\"\n * }\n * ```\n */\n public val isMarkedNullable:
Boolean\n}\n\n/**\n * Represents a type projection. Type projection is usually the argument to another type in a
type usage.\n * For example, in the type `Array<out Number>`, `out Number` is the covariant projection of the type
represented by the class `Number`.\n *\n * Type projection is either the star projection, or an entity consisting of a
specific type plus optional variance.\n *\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections)\n * for more information.\n
*/\n@SinceKotlin(\"1.1\")\npublic data class KTypeProjection constructor(\n
/**\n
* The use-site variance

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specified in the projection, or `null` if this is a star projection.

    */
    public val variance: KVariance?,

    /**
     * The type specified in the projection, or `null` if this is a star projection.
     */
    public val type: KType?
) {
    public companion object {
        /**
         * Star projection, denoted by the `*` character.
         */
        public val STAR: KTypeProjection = KTypeProjection(null, null)

        /**
         * Creates an invariant projection of a given type. Invariant projection is just the type itself, without any use-site variance modifiers applied to it. For example, in the type `Set<String>`, `String` is an invariant projection of the type represented by the class `String`. 
         */
        public fun invariant(type: KType): KTypeProjection =
                KTypeProjection(KVariance.INVARIANT, type)

        /**
         * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to a type. For example, in the type `MutableList<in Number>`, `in Number` is a contravariant projection of the type of class `Number`. 
         */
        public fun contravariant(type: KType): KTypeProjection =
                KTypeProjection(KVariance.IN, type)

        /**
         * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type. 
         */
        public fun covariant(type: KType): KTypeProjection =
                KTypeProjection(KVariance.OUT, type)
    }
}

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 * and limitations under the License.
 */

package kotlin.reflect

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*). See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information. 

 * @see 
 * @see 
 */
@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it. For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type of class `Number`. 
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code. 
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code. 
     */
    OUT,
}

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 */

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: KType): KTypeProjection =
    KTypeProjection(KVariance.INVARIANT, type)

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 */

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String?) = when (type) {null -> {
    val arr: Array<dynamic> = array
    object : Iterator<dynamic> {
        var index = 0
        override fun hasNext() = index < arr.size
        override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    "IntArray" -> intArrayIterator(array)
    "LongArray" -> longArrayIterator(array)
    "FloatArray" -> floatArrayIterator(array)
    "DoubleArray" -> doubleArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("longArrayIterator")
internal fun longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("PropertyMetadata")
internal class PropertyMetadata(@JsName("callableName") val name: String)

@JsName("noWhenBranchMatched")
internal fun noWhenBranchMatched(): Nothing = throw NoWhenBranchMatchedException()

@JsName("subSequence")
internal fun subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {
    if (c is String) {
        return c.substring(startIndex, endIndex)
    } else {
        return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)
    }
}

@JsName("captureStack")
internal fun captureStack(baseClass: JsClass<in Throwable>, instance: Throwable) {
    if (js("Error").captureStackTrace) {
        js("Error").captureStackTrace(instance, instance::class.js);
    } else {
        instance.asDynamic().stack = js("new Error()").stack;
    }
}

@JsName("newThrowable")
internal fun newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    throwable.message = if (jsTypeOf(message) == "undefined") {
        if (cause != null) cause.toString() else null
    } else {
        message
    }
    throwable.cause = cause
    return throwable
}

@JsName("BoxedChar")
internal class BoxedChar(val c: Int) : Comparable<Int> {
    override fun equals(other: Any?): Boolean {
        return other is BoxedChar && c == other.c
    }

    override fun hashCode(): Int {
        return c
    }

    override fun toString(): String {
        return js("this.c").unsafeCast<Char>().toString()
    }

    override fun compareTo(other: Int): Int {
        return
initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\ninternal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length\n    val dstLen: Int = dst.length\n    var index: Int = 0\n    while (index < srcLen && index < dstLen) dst[index++] = src[index++]\n    return dst\n}\n\ninternal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)\n    copyArrayType(result, source)\n    var index: Int = source.length\n    if (newSize > index) {
        result.length = newSize\n        while (index < newSize) result[index++] = defaultValue\n    }\n    return result\n}\n\ninternal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()\n    result.length += collection.size\n    copyArrayType(array, result, 0)\n    var index: Int = array.length\n    for (element in collection) result[index++] = element\n    return result\n}\n\ninternal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex\n    for (element in collection) dst[index++] = element\n    return dst\n}\n\ninternal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}\n\ninternal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
*/\n@Suppress(\"NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS\")\n@SinceKotlin(\"1.3\")\
npublic inline class Result<out T> @PublishedApi internal constructor(\n @PublishedApi\n internal val value:
Any?\n) : Serializable {\n // discovery\n\n /**\n * Returns `true` if this instance represents a successful
outcome.\n * In this case [isFailure] returns `false`.\n */\n public val isSuccess: Boolean get() = value !is
Failure\n\n /**\n * Returns `true` if this instance represents a failed outcome.\n * In this case [isSuccess]
returns `false`.\n */\n public val isFailure: Boolean get() = value is Failure\n\n // value & exception
retrieval\n\n /**\n * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or
`null`\n * if it is [failure][Result.isFailure].\n *\n * This function is a shorthand for `getOrElse { null }` (see
[getOrElse]) or\n * `fold(onSuccess = { it }, onFailure = { null })` (see [fold]).\n */\n @InlineOnly\n public
inline fun getOrNull(): T? =\n
when {\n
isFailure -> null\n
else -> value as T\n
}\n\n /**\n
* Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`\n * if it
is [success][isSuccess].\n *\n * This function is a shorthand for `fold(onSuccess = { null }, onFailure = { it })`
(see [fold]).\n */\n public fun exceptionOrNull(): Throwable? =\n
when (value) {\n
is Failure ->
value.exception\n
else -> null\n
}\n\n /**\n * Returns a string `Success(v)` if this instance represents
[success][Result.isSuccess]\n * where `v` is a string representation of the value or a string `Failure(x)` if\n * it
is [failure][isFailure] where `x` is a string representation of the exception.\n */\n public override fun toString():
String =\n
when (value) {\n
is Failure -> value.toString() // \"Failure($exception)\"\n
else ->
\"Success($value)\"\n
}\n\n // companion with constructors\n\n /**\n * Companion object for [Result]
class that contains its constructor functions\n * [success] and [failure].\n */\n public companion object {\n
/**\n
* Returns an instance that encapsulates the given [value] as successful value.\n
*/\n
@InlineOnly\n
public inline fun <T> success(value: T): Result<T> =\n
Result(value)\n\n
/**\n
* Returns an instance that encapsulates the given [Throwable] [exception] as failure.\n
*/\n
@InlineOnly\n
public inline fun <T> failure(exception: Throwable): Result<T> =\n
Result(createFailure(exception))\n
}\n\n internal class Failure(\n
@JvmField\n
val exception: Throwable\n ) : Serializable {\n
override
fun equals(other: Any?): Boolean = other is Failure && exception == other.exception\n
override fun
hashCode(): Int = exception.hashCode()\n
override fun toString(): String = \"Failure($exception)\"\n
}\n}\n\n/**\n * Creates an instance of internal marker [Result.Failure] class to\n * make sure that this class is not
exposed in ABI.\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun createFailure(exception: Throwable):
Any =\n Result.Failure(exception)\n\n/**\n * Throws exception if the result is failure. This internal function
minimizes\n * inlined bytecode for [getOrThrow] and makes sure that in the future we can\n * add some exceptionaugmenting logic here (if needed).\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun
Result<*>.throwOnFailure() {\n if (value is Result.Failure) throw value.exception\n}\n\n/**\n * Calls the
specified function [block] and returns its encapsulated result if invocation was successful,\n * catching any
[Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.\n
*/\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R> runCatching(block: () -> R): Result<R> {\n
return try {\n
Result.success(block())\n } catch (e: Throwable) {\n
Result.failure(e)\n }\n}\n\n/**\n *
Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result if invocation
was successful,\n * catching any [Throwable] exception that was thrown from the [block] function execution and
encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T, R>
T.runCatching(block: T.() -> R): Result<R> {\n return try {\n
Result.success(block())\n } catch (e:
Throwable) {\n
Result.failure(e)\n }\n}\n\n// -- extensions ---\n\n/**\n * Returns the encapsulated value if this
instance represents [success][Result.isSuccess] or throws the encapsulated [Throwable] exception\n * if it is
[failure][Result.isFailure].\n *\n * This function is a shorthand for `getOrElse { throw it }` (see [getOrElse]).\n
*/\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T> Result<T>.getOrThrow(): T {\n
throwOnFailure()\n return value as T\n}\n\n/**\n * Returns the encapsulated value if this instance represents
[success][Result.isSuccess] or the\n * result of [onFailure] function for the encapsulated [Throwable] exception if it
is [failure][Result.isFailure].\n *\n * Note, that this function rethrows any [Throwable] exception thrown by
[onFailure] function.\n *\n * This function is a shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see

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@sinceKotlin("1.3")
@inline
@getOrDefault(autoplayValue: R): R {
    contract {
        callsInPlace(autoplaySuccess, InvocationKind.AT_MOST_ONCE)
    }
    return when (var exception = exceptionOrNull()) {
        null -> autoplayValue as T
        else -> autoplaySuccess(exception)
    }
}

/**
 * Returns the encapsulated value if this instance represents [success] or the [autoplayValue] if it is [failure].
 * This function is a shorthand for `getOrDefault { autoplayValue }` (see [getOrDefault]).
 */
@sinceKotlin("1.3")
@inline
@getOrElse(autoplaySuccess, InvocationKind.AT_MOST_ONCE): R {
    contract {
        callsInPlace(autoplaySuccess, InvocationKind.AT_MOST_ONCE)
    }
    return when (var exception = exceptionOrNull()) {
        null -> autoplaySuccess
        else -> autoplaySuccess(exception)
    }
}

/**
 * Returns the [transform] function applied to the encapsulated value if this instance represents [success] or the
 * original encapsulated [Throwable] exception if it is [failure].
 * This function rethrows any [Throwable] exception thrown by [transform] function.
 */
@sinceKotlin("1.3")
@inline
@transform(autoplaySuccess, InvocationKind.AT_MOST_ONCE): Result<R>
@outerInline
{fun R, T: Result<T>.onFailure(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> autoplaySuccess
        else -> onFailure(exception)
    }
}

/**
 * Performs the given [transform] function on the encapsulated [Throwable] exception if this instance represents [success] or the [autoplayValue] if it is [failure].
 * This function rethrows any [Throwable] exception thrown by [transform] function.
 */
@sinceKotlin("1.3")
@inline
@onFailure(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> autoplaySuccess
        else -> onFailure(exception)
    }
}

/**
 * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [success] or the [autoplayValue] if it is [failure].
 * This function rethrows any [Throwable] exception thrown by [transform] function.
 */
@sinceKotlin("1.3")
@inline
@recover(onAction: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onAction, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> autoplaySuccess
        else -> onAction(exception)
    }
}
 exceptionOrNull()?.let { action(it) } return this

/**
 * Performs the given [action] on the encapsulated value if this instance represents [success].
 * Returns the original `Result` unchanged.
 * @return the result of the given action or the original `Result` if the action
 *         returns null.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {
    contract {
        callsInPlace(action, InvocationKind.AT_MOST_ONCE)
    }
    if (isSuccess) action(value as T)
    return this
}

/**
 * Resumes the execution of the corresponding coroutine passing a successful or
 * failed [result] as the return value of the last suspension point.
 * @return the resulting `Result`.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWith(result: Result<T>): Continuation<T>

/**
 * Creates a `Continuation` instance with the given [context] and
 * implementation of [resumeWith] method.
 * @return a new `Continuation` instance.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * @return the created coroutine.
 * @throws [IllegalStateException] if the coroutine completes with a result or an exception.
 * @since 1.3
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED).resume(Unit)

/**
 * Starts a coroutine with receiver
 * @since 1.3
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).resume(Unit)
}


type [R] and result type [T]. This function creates and starts a new, fresh instance of suspendable computation every time it is invoked. The [completion] continuation is invoked when the coroutine completes with a result or an exception. Obtains the current continuation instance inside suspend functions and suspends the currently running coroutine. In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously in the same stack-frame where the suspension function is run or asynchronously later in the same thread or in a different thread of execution. Subsequent invocation of any resume function will produce an [IllegalStateException]. Returns the context of the current coroutine.

 Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function. Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension. Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.
invocation context established by\n * [ContinuationInterceptor].\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */
@SinceKotlin("1.3")
public actual fun <T> (suspend () -> T).createCoroutineUnintercepted(\n    completion: Continuation<T>\n) =\n    // Kotlin/JS suspend lambdas have an extra parameter\n    if (this.asDynamic().length == 2) {\n        // When ‘suspended’ is true the continuation is created, but not executed\n        this.asDynamic()(completion, true)\n    } else {\n        createCoroutineFromSuspendFunction(completion) {\n            this.asDynamic()(completion)\n        }\n    }

/**
 * Creates unintercepted coroutine with receiver type \[R\] and result type \[T\]. This function creates a new, fresh instance of suspendable computation every time it is invoked.\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned \[Continuation\] instance.\n * The \[completion\] continuation is invoked when coroutine completes with result or exception.\n * Invocation of ‘resume(Unit)’ starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the completion's \[CoroutineContext\].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that \[completion\] of this function may get invoked in an arbitrary context.\n * \[Continuation.intercepted\] can be used to acquire the intercepted continuation.\n * Invocation of ‘resume(Unit)’ on intercepted continuation guarantees that execution of \[completion\] both the coroutine and \[completion\] happens in the invocation context established by\n * [ContinuationInterceptor].\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */
@SinceKotlin("1.3")
public actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(\n    receiver: R,\n    completion: Continuation<T>\n) =\n    // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n    if (this.asDynamic().length == 3) {\n        // When `suspended` is true the continuation is created, but not executed\n        this.asDynamic()(receiver, completion, true)\n    } else {\n        createCoroutineFromSuspendFunction(completion) {\n            this.asDynamic()(receiver, completion)\n        }\n    }

/**
 * Intercepts this continuation with \[ContinuationInterceptor\].\n * This function shall be used on the immediate result of \[createCoroutineUnintercepted\] or \[suspendCoroutineUninterceptedOrReturn\], \[completion\] in which case it checks for \[ContinuationInterceptor\] in the continuation's \[context\]\n * invokes [ContinuationInterceptor.interceptContinuation], caches and returns the result.\n * If this function is invoked on other [Continuation] instances it returns ‘this’ continuation unchanged.\n * \[ContinuationInterceptor.intercepted\] is used on the immediate result of \[createCoroutineUnintercepted\] or \[suspendCoroutineUninterceptedOrReturn\].\n */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =\n    (this as? CoroutineImpl)?.intercepted() ?: this

private inline fun <T> createCoroutineFromSuspendFunction(\n    completion: Continuation<T>,\n    crossinline block: () -> Any?\n): Continuation<Unit> {\n    @Suppress("UNCHECKED_CAST")\n    return object : CoroutineImpl(completion as Continuation<Any?>) {\n        override fun doResume(): Any? {\n            exception?.let { throw it }\n            return block()\n        }\n    }
}

// Mirrors signature from JS IR
@library
@JsName("imulEmulated")
internal fun imul(x: Int, y: Int): Int = definedExternally

internal inline fun isArrayish(o: dynamic) =
    js("Kotlin").isArrayish(o)

fun Double.withSign(sign: Double): Double {
    val thisSignBit =
`val newSignBit = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit = js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this else -
    this
} /*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

/**
 * Returns a bit representation of the specified floating-point value as [Long] in * according to the IEEE 754 floating-point \('\text{double format}'\) bit layout.
 */
@SinceKotlin("1.2")
@library("doubleToBits")
public actual fun Double.toBits(): Long = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Long] in * according to the IEEE 754 floating-point \('\text{single format}'\) bit layout.
 */
@SinceKotlin("1.2")
@library("doubleToRawBits")
public actual fun Double.toRawBits(): Long = definedExternally

/**
 * Returns the [Double] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly

/**
 * Returns a bit representation of the specified floating-point value as [Int] in * according to the IEEE 754 floating-point \('\text{single format}'\) bit layout.
 */
@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] in * according to the IEEE 754 floating-point \('\text{single format}'\) bit layout.
 */
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int = definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

internal inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()
internal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()
internal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()"
s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.*

```
package kotlin.collections

import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is outside of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is outside of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is outside of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is outside of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.elementAt(index: Int): UShort {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

```
override val size: Int get() = this@asList.size
override fun isEmpty(): Boolean = this@asList.isEmpty()
override fun contains(element: UShort): Boolean = this@asList.contains(element)
override fun get(index: Int): UShort = this@asList[index]
override fun indexOf(element: UShort): Int {
    if ((element as Any?) !is UShort) return -1
    return this@asList.indexOf(element)
}
override fun lastIndexOf(element: UShort): Int {
    if ((element as Any?) !is UShort) return -1
    return this@asList.lastIndexOf(element)
}

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.
 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*
import kotlin.annotation.AnnotationSource

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Target(SourceTarget.PACKAGE)
@Target(SourceTarget.IMPORT)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
public annotation class nativeGetter

@Target(FUNCTION)
public annotation class nativeSetter

@Target(FUNCTION)
public annotation class nativeInvoke

@Target(CLASS, FUNCTION, PROPERTY)
internal annotation class library(public val name: String = "")

/**
 * Gives a declaration (a function, a property or
 * a class) specific name in JavaScript.
 * This may be useful in the following cases:
 * 1. There are two
 */

to denote a valid JavaScript identifier.

```kotlin
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public actual annotation class JsName(actual val name: String)

Denotes an `external` declaration that must be imported from native JavaScript library.

```kotlin
Example:

```kotlin
kotlin
@JsModule("jquery")
```

*external abstract class JQuery()

```kotlin
Bar
```

...
MutableIterator<E> {
        /** the index of the item that will be returned on the next call to [next] */
        protected var index = 0
        /** the index of the item that was returned on the previous call to [next] or
         * [ListIterator.previous] (for [ListIterator]), -1 if no such item exists */
        protected var last = -1

        override fun hasNext(): Boolean = index < size

        override fun next(): E {
            if (!hasNext())
                throw NoSuchElementException()

            last = index++
            return get(last)
        }

        override fun remove() {
            check(last != -1) { "Call next() or previous() before removing element from the iterator." }

            removeAt(last)
            index = last
            last = -1
        }
    }

    /**
     * Implementation of `MutableListIterator` for abstract lists.
     */
    private inner class ListIteratorImpl(index: Int) : IteratorImpl(),
        MutableListIterator<E> {

        init {
            AbstractList.checkPositionIndex(index, this@AbstractMutableList.size)
            this.index = index
            this.last = -1
        }

        override fun hasPrevious(): Boolean = index > 0

        override fun nextIndex(): Int = index

        override fun previous(): E {
            if (!hasPrevious()) throw NoSuchElementException()

            last = --index
            return get(last)
        }

        override fun previousIndex(): Int = index - 1

        override fun add(element: E) {
            add(index, element)
            index++
            last = -1
        }

        override fun get(index: Int): E {
            AbstractList.checkElementIndex(index, this.size)
            return list[index]
        }

        override fun removeAt(index: Int): E {
            AbstractList.checkElementIndex(index, this.size)
            val result = list.removeAt(index)
            this.size--
            return result
        }

        override fun set(index: Int, element: E): E {
            check(last != -1) { "Call next() or previous() before updating element value with the iterator." }

            return list.set(index, element)
        }

        override val size: Int get() = this.size
    }

    private class SubList<E>(private val list: AbstractMutableList<E>, private val
        fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {

        private var _size: Int = 0

        init {
            AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
            this._size = toIndex - fromIndex
        }

        override fun add(index: Int, element: E) {
            AbstractList.checkPositionIndex(index, _size)

            list.add(fromIndex + index, element)
            _size++
        }

        override fun get(index: Int): E {
            AbstractList.checkElementIndex(index, this.size)
            return list[index]
        }

        override fun removeAt(index: Int): E {
            AbstractList.checkElementIndex(index, this.size)
            val result = list.removeAt(fromIndex + index)
            _size--
            return result
        }

        override fun set(index: Int, element: E): E {
            check(last != -1) { "Call next() or previous() before updating element value with the iterator." }

            return list.set(index, element)
        }

        override val size: Int get() = _size
    }

}
override fun remove(element: K): Boolean {
    if (containsKey(element)) {
        return this@AbstractMutableMap.remove(element)!!
    } else {
        return false
    }
}

    override val size: Int get() = Int.get(this@AbstractMutableMap.size)!!

    actual override fun putAll(from: Map<K, V>) {
        for ((key, value) in from) {
            put(key, value)
        }
    }

    private var _values:MutableCollection<V>? = null
    actual override val values:
        MutableCollection<V> get() {
            if (_values == null) {
                _values = object : AbstractMutableCollection<V>() {
                    override fun add(element: V): Boolean = throw UnsupportedOperationException("Add is not supported on values")
                    override fun clear() = this@AbstractMutableMap.clear()

                    override operator fun contains(element: V): Boolean = containsValue(element)!!
                    override operator fun iterator(): MutableIterator<V> = {
                        val entryIterator = entries.iterator()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                            override fun remove() = entryIterator.remove()
                        }
                    }

                    override val size: Int get() = this@AbstractMutableMap.size

                    // TODO: should we implement them this way? Currently it's unspecific in JVM
                    override fun equals(other: Any?): Boolean {
                        if (this === other) return true
                        if (other !is Collection<*>) return false
                        return AbstractList.orderedEquals(this, other)
                    }

                    override fun hashCode(): Int = AbstractList.orderedHashCode(this)
                }
            }
            return _values!!
        }

    actual override fun remove(key: K): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry = iter.next()
            val k = entry.key
            if (key == k) {
                val value = entry.value
                iter.remove()
                return value
            }
        }
        return null
    }

//
actual override fun set(index: Int, element: E): E { return array[index].apply { array[index] = element } as E }

actual override fun add(element: E): Unit { array.add(element) }

actual override fun insert(index: Int, element: E): Unit { array.add(index, element) }

actual override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    array += elements.toTypedArray<Any?>()
    modCount++
    return true
}

actual override fun removeAt(index: Int): E {
    rangeCheck(index)
    modCount++
    return if (index == lastIndex)
        array.asDynamic().pop()
    else
        array.asDynamic().splice(index, 1)[0]
}

actual override fun remove(element: E): Boolean {
    for (index in array.indices) {
        if (array[index] == element) {
            array.asDynamic().splice(index, 1)
            modCount++
            return true
        }
    }
    return false
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    array.asDynamic().splice(fromIndex, toIndex - fromIndex)
}

actual override fun clear() {
    array = emptyArray()
    modCount++
}

actual override fun indexOf(element: E): Int = array.indexOf(element)

actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

override fun toString() = arrayToString(array)

override fun toArray(): Array<Any?> = js("["]").slice.call(array)

private fun rangeCheck(index: Int) = index.apply {
    AbstractList.checkElementIndex(index, size)
}

private fun insertionRangeCheck(index: Int) = index.apply {
    AbstractList.checkPositionIndex(index, size)
}

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/*
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 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> comparator.compare(a, b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported.let { return it }
    _stableSortingIsSupported = false
    val array = js("["]").unsafeCast<Array<Any?>>()
    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    for (index in 0 until 600)
        array.push(index)
    val comparison = { a: Int, b: Int -> a - b }
    val result = mergeSort(array, 0, array.size - 1, comparison)
    array.forEach { i -> result[i] = i }
    val left = mergeSort(array, 0, array.size - 1, comparison)
    val right = mergeSort(array, array.size - 1, array.size, comparison)
    result.sortBy { it == left || it == right }
    _stableSortingIsSupported = true
    return _stableSortingIsSupported
}

// Both start and end are inclusive indices.
private fun <T> mergeSort(array: Array<T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<T>) {
    if (result == null) {
        val result = MergeSort(array, start, end, comparator)
        result.forEach { i -> buffer[i] = result[i] }
        return result
    }

    val left = mergeSort(array, buffer, start, middle, comparator)
    val right = mergeSort(array, buffer, middle + 1, end, comparator)
    val median = (left + right) / 2
    if (result == null) {
        val result = MergeSort(array, start, end, comparator)
        result.forEach { i -> buffer[i] = result[i] }
        return result
    }

    // If result is null, we are about to start
    val leftIndex = comparator.compare(left, right)
    val rightIndex = comparator.compare(right, left)
    val middle = start + (end - start) / 2
    val result = MergeSort(array, start, middle, comparator)
    result.forEach { i -> buffer[i] = result[i] }
    return result
}

// Both start and end are inclusive indices.
private fun MergeSort(array: Array<T>, start: Int, end: Int, comparator: Comparator<T>): Array<T> {
    if (result == null) {
        val result = MergeSort(array, start, end, comparator)
        result.forEach { i -> buffer[i] = result[i] }
        return result
    }

    val left = MergeSort(array, start, middle, comparator)
    val right = MergeSort(array, middle + 1, end, comparator)
    val median = (left + right) / 2
    if (result == null) {
        val result = MergeSort(array, start, end, comparator)
        result.forEach { i -> buffer[i] = result[i] }
        return result
    }

    // If result is null, we are about to start
    val leftIndex = comparator.compare(left, right)
    val rightIndex = comparator.compare(right, left)
    val middle = start + (end - start) / 2
    val result = MergeSort(array, start, middle, comparator)
    result.forEach { i -> buffer[i] = result[i] }
    return result
}
buffer) array else buffer\n\n // Merge.\n var leftIndex = start\n var rightIndex = median + 1\n for (i in
start..end) {\n
when {\n
leftIndex <= median && rightIndex <= end -> {\n
val leftValue =
left[leftIndex]\n
val rightValue = right[rightIndex]\n\n
if (comparator.compare(leftValue,
rightValue) <= 0) {\n
target[i] = leftValue\n
leftIndex++\n
} else {\n
target[i] = rightValue\n
rightIndex++\n
}\n
}\n
leftIndex <= median -> {\n
target[i] = left[leftIndex]\n
leftIndex++\n
}\n
else /* rightIndex <= end */ -> {\n
target[i] = right[rightIndex]\n
rightIndex++\n
Unit // TODO: Fix KT-31506\n
}\n
}\n
}\n\n return target\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n\n@UseExperimental(ExperimentalUnsignedTypes::class)\n@SinceKotlin(\"1.3\")\n@kotlin.js
.JsName(\"contentDeepHashCodeImpl\")\ninternal fun <T> Array<out T>.contentDeepHashCodeImpl(): Int {\n
var result = 1\n for (element in this) {\n
val elementHash = when {\n
element == null -> 0\n
isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()\n\n
element is
UByteArray -> element.contentHashCode()\n
element is UShortArray -> element.contentHashCode()\n
element is UIntArray -> element.contentHashCode()\n
element is ULongArray ->
element.contentHashCode()\n\n
else
-> element.hashCode()\n
}\n\n
result = 31 * result +
elementHash\n }\n return result\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal interface EqualityComparator {\n /**\n
* Subclasses must override to return a value indicating\n * whether or not two keys or values are equal.\n */\n
abstract fun equals(value1: Any?, value2: Any?): Boolean\n\n /**\n * Subclasses must override to return the
hash code of a given key.\n */\n abstract fun getHashCode(value: Any?): Int\n\n\n object HashCode :
EqualityComparator {\n
override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2\n\n
override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0\n }\n}","/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT
AbstractHashMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport
kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap]
interface.\n *\n * This implementation makes no guarantees regarding the order of enumeration of [keys], [values]
and [entries] collections.\n */\npublic actual open class HashMap<K, V> : AbstractMutableMap<K, V>,
MutableMap<K, V> {\n\n private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {\n\n
override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException(\"Add is not
supported on entries\")\n
override fun clear() {\n
this@HashMap.clear()\n
}\n\n
override
operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)\n\n
override operator
fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()\n\n
override fun
remove(element: MutableEntry<K, V>): Boolean {\n
if (contains(element)) {\n
this@HashMap.remove(element.key)\n
return true\n
}\n
return false\n
}\n\n
override
val size: Int get() = this@HashMap.size\n }\n\n\n /**\n * Internal implementation of the map: either stringbased or hashcode-based.\n */\n private val internalMap: InternalMap<K, V>\n\n private val equality:
EqualityComparator\n\n internal constructor(internalMap: InternalMap<K, V>) : super() {\n
this.internalMap
= internalMap\n
this.equality = internalMap.equality\n }\n\n /**\n * Constructs an empty [HashMap]
instance.\n */\n actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))\n\n /**\n
* Constructs an empty [HashMap] instance.\n *\n * @param initialCapacity the initial capacity (ignored)\n
* @param loadFactor
the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial
capacity or load factor are negative\n */\n
@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n actual constructor(initialCapacity:
Int, loadFactor: Float = 0.0f) : this() {\n
// This implementation of HashMap has no need of load factors or

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require(initialCapacity >= 0) { "Negative initial capacity: $initialCapacity" }
require(loadFactor >= 0) { "Non-positive load factor: $loadFactor" }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f) {
        */*n  * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.
        */*n  * an actual constructor(original: Map<out K, V>): this() { ln
        */*n  * this.putAll(original) n\n        */*n  * actual override fun clear() { ln internalMap.clear(n/ 
structureChanged(this)n\n        */*n  * actual override fun containsKey(key: K): Boolean = 
internalMap.containsKey(key)n\n        */*n  * actual override fun containsValue(value: V): Boolean = internalMap.any { ln
        */*n  * equality.equals(it.value, value)n\n        */*n  * protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>>? = 
nulln\n        */*n  * actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>? = 
nulln\n        */*n  * actual override fun remove(key: K): V? = internalMap.remove(key)n\n        */*n  * actual override fun size: Int get() = internalMap.size
}

    /**
     * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of
     * JS object without hashing them.
     */
    public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
    }

    /**
     * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
     * which elements the keys as properties of JS
     * object without hashing them.
     */
    public fun stringSetOf(vararg elements: String): HashSet<String> {
        return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
    }

    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Protected constructor to specify the underlying map. This is used by
     * @param initialCapacity the initial capacity
     * @param loadFactor     the load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negativeln
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual override fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> { ln return 
    actual override fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = 
    actual override fun remove(element: E): Boolean = map.remove(element) != null

    actual override val size: Int get() = map.size

    protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
key. Since several keys may have the same hash, each value in hashCodeMap is actually an array containing all entries whose keys share the same hash. *annonymous class InternalHashCodeMap<K, V> { override val equality: EqualityComparator : InternalMap<K, V> { private var backingMap: dynamic = createIsMap() { override var size: Int = 0 private set {} override fun put(key: K, value: V) { val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(null) if (chainOrEntry == null) { // This is a new chain, put it to the map. backingMap[hashCode] = SimpleEntry(key, value) } else { if (chainOrEntry is Array<*>) { // It is an entry in val entry: SimpleEntry<K, V> = chainOrEntryOrNull { return entry.setValue(value) } else { backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } } // override fun remove(key: K) { if (equality.equals(entry.key, key)) { // remove the whole array backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } else { backingMap[hashCode] = arrayOf(SimpleEntry(key, value)) } size-- } override fun clear() { backingMap = createJsMap() size = 0 } override fun contains(key: K): Boolean { return getEntry(key) != null } override fun get(key: K): V? = getEntry(key)?.value private fun getEntry(key: K): MutableEntry<K, V>? { val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val chain = Array<MutableEntry<K, V>> = chainOrEntry for (index in chain.indices) { val entry: MutableEntry<K, V> = chainOrEntry if (equality.equals(entry.key, key)) { if (chain.size == 1) { // This is a new chain, put it to the map. backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } } else { // This is an an entry in val entry: SimpleEntry<K, V> = chainOrEntryOrNull { return entry.setValue(value) } else { backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } override fun next(): MutableEntry<K, V> { val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(null) if (chainOrEntry is Array<*>) { val chain = chainOrEntry.asDynamic().length == 0 // remove the whole array backingMap[hashCode] = arrayOf(SimpleEntry(key, value)) } else { // splice out the entry we're removing chain.asDynamic().splice(index, 1) size-- } return entry } override fun hasNext(): Boolean { if (state == -1) { // First call, not ready yet state = computeNext() { val state = -1 // -1 not ready, 0 - ready, 1 - done firstOrNull { entry -> equality.equals(entry.key, key) } } } override fun remove() { chainOrEntry = backingMap[hashCode] findEntryInChain(key) { return entry.setValue(value) } else { null } } // override fun clear() { backingMap = createJsMap() size = 0 } override fun contains(key: K): Boolean { return getEntry(key) != null } override fun get(key: K): V? = getEntry(key)?.value private fun getEntry(key: K): MutableEntry<K, V>? { val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val chain = Array<MutableEntry<K, V>> = chainOrEntry for (index in chain.indices) { val entry: MutableEntry<K, V> = chainOrEntry if (equality.equals(entry.key, key)) { if (chain.size == 1) { // This is a new chain, put it to the map. backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } } else { // This is an an entry in val entry: SimpleEntry<K, V> = chainOrEntryOrNull { return entry.setValue(value) } else { backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } override fun next(): MutableEntry<K, V> { val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(null) if (chainOrEntry is Array<*>) { val chain = chainOrEntry.asDynamic().length == 0 // remove the whole array backingMap[hashCode] = arrayOf(SimpleEntry(key, value)) } else { // splice out the entry we're removing chain.asDynamic().splice(index, 1) size-- } return entry } override fun hasNext(): Boolean { if (state == -1) { // First call, not ready yet state = computeNext() { val state = -1 // -1 not ready, 0 - ready, 1 - done firstOrNull { entry -> equality.equals(entry.key, key) } } } override fun remove() { chainOrEntry = backingMap[hashCode] findEntryInChain(key) { return entry.setValue(value) } else { null } } // override fun clear() { backingMap = createJsMap() size = 0 } override fun contains(key: K): Boolean { return getEntry(key) != null } override fun get(key: K): V? = getEntry(key)?.value private fun getEntry(key: K): MutableEntry<K, V>? { val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val chain = Array<MutableEntry<K, V>> = chainOrEntry for (index in chain.indices) { val entry: MutableEntry<K, V> = chainOrEntry if (equality.equals(entry.key, key)) { if (chain.size == 1) { // This is a new chain, put it to the map. backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } } else { // This is an an entry in val entry: SimpleEntry<K, V> = chainOrEntryOrNull { return entry.setValue(value) } else { backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } override fun next(): MutableEntry<K, V> { val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(null) if (chainOrEntry is Array<*>) { val chain = chainOrEntry.asDynamic().length == 0 // remove the whole array backingMap[hashCode] = arrayOf(SimpleEntry(key, value)) } else { // splice out the entry we're removing chain.asDynamic().splice(index, 1) size-- } return entry } override fun hasNext(): Boolean { if (state == -1) { // First call, not ready yet state = computeNext() { val state = -1 // -1 not ready, 0 - ready, 1 - done firstOrNull { entry -> equality.equals(entry.key, key) } } } override fun remove() { chainOrEntry = backingMap[hashCode] findEntryInChain(key) { return entry.setValue(value) } else { null } } // override fun clear() { backingMap = createJsMap() size = 0 } override fun contains(key: K): Boolean { return getEntry(key) != null } override fun get(key: K): V? = getEntry(key)?.value private fun getEntry(key: K): MutableEntry<K, V>? { val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val hashCode = equality.getHashCode(key) val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null val entry: MutableEntry<K, V> = chainOrEntryOrNull { if (equality.equals(entry.key, key)) { return entry.setValue(value) } else { null } } val chain = Array<MutableEntry<K, V>> = chainOrEntry for (index in chain.indices) { val entry: MutableEntry<K, V> = chainOrEntry if (equality.equals(entry.key, key)) { if (chain.size == 1) { // This is a new chain, put it to the map. backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry } } else { // This is an an entry in val entry: SimpleEntry<K, V> = chainOrEntryOrNull { return entry.setValue(value) } else { backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value)) } size++ } return entry }
null // the chain being iterated just got modified by InternalHashCodeMap.remove
itemIndex-
"}" itemIndex-
*\n\n* Based on GWT LinkedHashMap\n* Copyright 2008 Google Inc.\n*\n\n/**
 * Based on GWT LinkedHashMap\n * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based
 * implementation of the [MutableMap] interface, which additionally
 * preserves the insertion order of entries during
 * the iteration. The insertion order is preserved by maintaining a
doubly-linked list of all of its entries.

 * The entry we use includes next/prev pointers for a doubly-linked circular
 * list with a head node. This reduces the special cases we have to
deal with in the list operations. Note that we duplicate the key from the
 * underlying hash map so we can find the eldest entry. The alternative would have been to modify HashMap so
 * more of the code was directly usable here, but this would have added some
 * overhead to HashMap, or to reimplement most of the HashMap code here within small modifications. Paying a small storage cost only if
 * you use LinkedHashMap and minimizing code size seemed like a better tradeoff.

 * private class ChainEntry<K, V>(key: K, value: V) : AbstractMap.SimpleEntry<K, V>(key, value) {

 * internal var next: ChainEntry<K, V>? = null
 * internal var prev: ChainEntry<K, V>? = null
 * private inner class EntrySet : AbstractSet.MutableEntry<K, V>() {

 * private class EntryIterator : MutableIterator<MutableEntry<K, V>> {

 * private var last: ChainEntry<K, V>? = null

 * public actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {

 * public actual open class LinkedHashMap<K, V> {

 * private class ChainEntry<K, V>(key: K, value: V) : AbstractMap.SimpleEntry<K, V>(key, value) {

 * internal var next: ChainEntry<K, V>? = null
 * internal var prev: ChainEntry<K, V>? = null

 * private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

 * private inner class EntryIterator : MutableIterator<MutableEntry<K, V>> {

 * private var last: ChainEntry<K, V>? = null

 * private var next: ChainEntry<K, V>? = null

 * init {

 * next = head

 * recordLastKnownStructure(map, this)

 * override fun hasNext(): Boolean {

 * return next != null

 * override fun remove() {

 * if (next == null) throw NoSuchElementException()

 * val current = next!!

 * last = current

 * next = current.next.takeIf { it == head }!

 * return current

 * override fun remove() {

 * check(last != null)

 * checkStructuralChange(map, this)

 * if (hasNext()) throw NoSuchElementException()

 * val current = next!!

 * last = current

 * current.next = current.next.takeIf { it == head }!

 * return current

 * override fun clear() {

 * this.clear()

 * override operator fun contains(element: MutableListEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

 * override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = EntryIterator()

 * override fun remove(element: MutableListEntry<K, V>): Boolean {

 * if (contains(element)) {

 * this.remove(element.key)

 * return true

 * } return false

 * override fun val size: Int get() = this.size

 * }\n
 * // The head of the insert order chain, which is a doubly-linked circular
 * *\n
 * // The head of the insert order chain, which is a doubly-linked circular
 * *\n
 * * The most recently inserted node is at the end of the chain, ie.
 * * chain.prev.next

 * * private var head: ChainEntry<K, V>? = null

 * * private var next node to the end of the chain.

 * * private fun private fun ChainEntry<K, V>.addToToEnd() {

 * * // This entry is not in the list.

 * * check(next == null && prev == null)

 * * prev = null

 * * head = head

 * * if (_head == null) {

 * * head = this

 * * next = this

 * * prev = this

 * * this._head = head

 * * this._tail = num

 * * val head = this

 * * val tail = checkNotNull(_head.prev)

 * * // Update me

 * * prev = _tail

 * * next = _head

 * * // Update my new siblings: current head and old tail

 * * head = null

 * * prev = null

 * * next = null

 * * // The hash map that keeps track of our entries and the chain.

 * * Note that we'll duplicate the key here to eliminate changes to HashMap and minimize the code here, at the expense of additional space.

 * * private val map: HashMap<K, ChainEntry<K, V>> = null

 * * Constructs an empty [LinkedHashMap] instance.

 * * actual constructor() : super() {

 * * map = HashMap<K, ChainEntry<K, V>>()

 * * internal constructor(backingMap: HashMap<K, Any>) : super() {

 * * @Suppress("UNCHECKED_CAST") // expected to work due to erasure

 * * map = backingMap as HashMap<K, ChainEntry<K, V>>

 * * Constructs an empty [LinkedHashMap] instance.

 * *
* @param initialCapacity the initial capacity (ignored)
* @param loadFactor the load factor (ignored)
* @throws IllegalArgumentException if the initial capacity or load factor are negative
* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        this(initialCapacity, 0.0f) /* @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS") */
    }

    actual constructor(initialCapacity: Int) {
        this(initialCapacity, 0.0f)
    }

    /**
     * Constructs an instance of [LinkedMap] with filled with the contents of the specified [original] map.
     */
    actual constructor(original: Map<out K, V> = this) {
        this.putAll(original)
    }

    actual override fun clear() {
        map.clear()
        head = null
    }

    actual override operator fun get(key: K): V? = map.get(key)?.value

    actual override fun put(key: K, value: V): V? {
        val old = map.get(key)
        if (old == null) {
            val newEntry = ChainEntry(key, value)
            map.put(key, newEntry)
            newEntry.addToEnd()
            return null
        } else {
            return old.setValue(value)
        }
    }

    actual override fun remove(key: K): V? {
        val entry = map.remove(key)
        if (entry != null) {
            entry.remove()
            return entry.value
        }
        return null
    }

    actual override val size: Int get() = map.size

    internal constructor(map: LinkedHashMap<E, Any>) : super(map)

    /**
     * Constructs a new empty [LinkedHashSet].
     */
    actual constructor() : super(LinkedHashMap<E, Any>())

    /**
     * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
        addAll(elements)
    }

    internal constructor(map: LinkedHashMap<E, Any> = super(map)) : super(map)

    /**
     * Constructs a new empty [LinkedHashSet] with the specified [String] elements.
     * which keys the keys as properties of * JS object without hashing them.
     */
    linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
        return LinkedHashMap(String, V){map->mapOf<Any>().apply{ putAll(pairs) }"}"} /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */

    linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
        return LinkedHashMap(String, V){map->mapOf<Any>().apply{ putAll(pairs) }"}"} /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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     */

    linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
        return LinkedHashMap(String, V){map->mapOf<Any>().apply{ putAll(pairs) }"}"} /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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     */

    linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
        return LinkedHashSet(linkedStringMapOf()).apply { addAll(elements) }
    } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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     */

    linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
        return LinkedHashSet(linkedStringMapOf()).apply { addAll(elements) }
    } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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     */

    /**
     * Creates a new instance of the specialized implementation of [LinkedHashSet] with [String] interface,
     * backed by a [LinkedHashSet] instance.
     */
    linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
        return LinkedHashSet(linkedStringMapOf()).apply { addAll(elements) }
    } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
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     */

    /**
     * Synchronized.
     */
    public typealias Synchronized = kotlin.jvm.Synchronized

    /**
     * Volatile.
     */
    public typealias Volatile = kotlin.jvm.Volatile

    @kotlin.internal.InlineOnly
    actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
        return block()
    }

    /*
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     */
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```kotlin
package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
        println()
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */
@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var s = String(message)
        val i = s.nativeLastIndexOf("\n", 0)
        if (i >= 0) {
            buffer += s.substring(0, i)
            flush()
            s = s.substring(i + 1)
        }
        buffer += s
    }

    override fun flush() {
        console.log(buffer)
        buffer = ""
    }
}

/** Prints the line separator to the standard output stream. */
public actual fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
public actual fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
public actual fun print(message: Any?) {
    output.print(message)
}
```

---

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`EmptyContinuation = Continuation<Any?><EmptyCoroutineContext> { result ->
    result.getOrThrow().
}"}

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 */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)

    public constructor(dateString: String)

    public constructor(year: Int, month: Int)

    public constructor(year: Int, month: Int, day: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)

    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)

    public fun getDate(): Int

    public fun getDay(): Int

    public fun getFullYear(): Int

    public fun getHours(): Int

    public fun getMilliseconds(): Int

    public fun getMinutes(): Int

    public fun getMonth(): Int

    public fun getSeconds(): Int

    public fun getTime(): Double

    public fun getTimezoneOffset(): Int

    public fun getUTCDate(): Int

    public fun getUTCDay(): Int

    public fun getUTCFullYear(): Int

    public fun getUTCHours(): Int

    public fun getUTCMilliseconds(): Int

    public fun getUTCMinutes(): Int

    public fun getUTCMonth(): Int

    public fun getUTCSeconds(): Int

    public fun toDateString(): String

    public fun toISOString(): String

    public fun toJSON(): Json

    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toTimeString(): String

    public fun toUTCString(): String

    public companion object {
        public fun now(): Double

        public fun parse(dateString: String): Double

        public fun UTC(year: Int, month: Int): Double

        public fun UTC(year: Int, month: Int, day: Int): Double

        public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double

        public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double


        public interface LocaleOptions {
            public var localeMatcher: String?

            public var timeZone: String?

            public var hour12: Boolean?

            public var formatMatcher: String?

            public var weekday: String?

            public var era: String?

            public var year: String?

            public var month: String?

            public var day: String?

            public var minute: String?

            public var second: String?

            public var timeZoneName: String?
        }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}
Element.hasClass(cssClass: String): Boolean = 
className.matches("\^[\s+*]+\$cssClass(\^[\s+*]+)\".toRegex())\n\n* Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element\n* @return true if at least one class has been added\n* @fun Element.removeClass(vararg cssClasses: String): Boolean \nval missingClasses = cssClasses.filterNot { hasClass(it) } \nif (missingClasses.isNotEmpty()) \nval presentClasses = className.trim() \nclassName = buildString { \nappend(presentClasses) } \nif (!presentClasses.isEmpty()) { \nappend(" ") \n} \nreturn true \n\n* Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n* @return true if at least one class has been removed\n* @fun Element.addClass(vararg cssClasses: String): Boolean \nval toBeRemoved = cssClasses.toSet() \nval newClassName = className.trim().split("\^[\s+*]".toRegex()).filter { it !in toBeRemoved }.toString() \nreturn false \n" /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. */ Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

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*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * A mutable sequence of characters.
 *
 * String builder can be used to efficiently perform multiple string manipulation operations.
 * @nexpect class StringBuilder : Appendable, CharSequence {
 * @constructor(\n * Constructs an empty string builder.\n * @n\n * @constructor(capacity: Int) \n * Constructs an empty string builder with the specified initial [capacity].\n * @n\n * @constructor(content: String) \n * Constructs a string builder that contains the same characters as the specified [content] string.\n * @n\n * @SinceKotlin("1.3") \n * @ExperimentalStdlibApi\n * constructor(content: String)\n *\n */

override val length: Int

override operator fun get(index: Int): Char

override fun subSequence(startIndex: Int, endIndex: Int): CharSequence

override fun append(value: Char): StringBuilder

override fun append(value: String): StringBuilder

override fun append(value): CharSequence

override fun append(value: Any?): StringBuilder

override fun append(value: Boolean): String

override fun append(value: Any): StringBuilder

/**
 * Reverses the contents of this string builder and returns this instance.
 * @n\n * Surrogate pairs included in this string builder are treated as single characters.
 * Therefore, the order of the high-low surrogates is never reversed.
 * @n\n * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.
 * @n\n */

override fun reverse(): StringBuilder

/**
 * Appends the string representation of the specified object [value] to this string builder and returns this instance.
 * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
 * @n\n */

fun append(value: Any?): StringBuilder

/**
 * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.
 * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
 * @n\n */

fun append(value: Boolean): StringBuilder

/**
 * Appends characters in the specified character array [value] to this string builder and
StringBuilder

    /**
     * Inserts the string [value] into this string builder at the specified [index] and returns this instance.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insert(index: Int, value: String):

    /**
     * Sets the length of this string builder to the specified [newLength].
     * @throws IndexOutOfBoundsException if [newLength] is less than the current length, it is changed to the specified [newLength].
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun setLength(newLength: Int);

    /**
     * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun substring(startIndex: Int): String;

    /**
     * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).
     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun substring(startIndex: Int, endIndex: Int): String;

    /**
     * Attempts to reduce storage used for this string builder.
     * @throws IndexOutOfBoundsException or [IllegalArgument] when [start] or [end] is outside the range of this string builder.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun trimToSize();

    /**
     * Clears the content of this string builder making it empty and returns this instance.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun clear();

    /**
     * Sets the character at the specified [index] to the specified [value].
     * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    operator fun set(index: Int, value: Char);

    /**
     * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
     * @param startIndex the beginning (inclusive) of the range to replace.
     * @param endIndex the end (exclusive) of the range to replace.
     * @param value the string to replace with.
     * @throws IndexOutOfBoundsException or [IllegalArgument] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder;

    /**
     * Removes the character at the specified [index] from this string builder and returns this instance.
     * @param index the index of `Char` to remove.
     * @throws IndexOutOfBoundsException when the
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun deleteAt(index: Int): StringBuilder;

    /**
     * Removes characters in the specified range from this string builder and returns this instance.
     * @param startIndex the beginning (inclusive) of the range to remove.
     * @param endIndex the end (exclusive) of the range to remove.
     * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] is out of range of this string builder.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder;

    /**
     * Copies characters from this string builder into the [destination] character array.
     * @param destination the array to copy to.
     * @param destinationOffset the position in the array to copy to, 0 by default.
     * @param start the beginning (inclusive) of the range to copy, 0 by default.
     * @param end the end (exclusive) of the range to copy, length of this string builder by default.
     * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] or [endIndex] is out of range of this string builder.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun copyTo(destination: CharArray, destinationOffset: Int, start: Int, end: Int): Int;
substring doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @SinceKotlin("1.3") nonExperimentalStdlibApi
@public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, endIndex: Int = this.length)
* @param value the array from which characters are appended.
* @param startIndex the beginning (inclusive) of the subarray to append.
* @param endIndex the end (exclusive) of the subarray to append.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.3") nonExperimentalStdlibApi
@public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
* @param value the array from which characters are appended as if [value] contained the four characters `"null"`.
* @param startIndex the beginning (inclusive) of the subarray to append.
* @param endIndex the end (exclusive) of the subarray to append.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

* @SinceKotlin("1.3") nonExperimentalStdlibApi
@public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder
* @param index the position in this string builder to insert at.
* @param value the array from which the inserted characters are taken.
* @param startIndex the beginning (inclusive) of the subarray to insert.
* @param endIndex the end (exclusive) of the subarray to insert.
* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)
StringBuilder(capacity).apply(builderAction).toString() * Append all arguments to the given StringBuilder.

append(item) return this

append(vararg value: String?) StringBuilder \( \{ \text{ for (item in value) append(item) return this} \} \)

append(vararg value: Any?) StringBuilder \( \{ \text{ for (item in value) append(item) return this} \} \)

* Append all arguments to the given StringBuilder.

* Append all arguments to the given StringBuilder.

* Get a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.

isText: Boolean

get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

* Get a value indicating whether this node is an [Element].

val isElement: Boolean

get() = nodeType == Node.ELEMENT_NODE

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org.w3c.dom

Node

val isText: Boolean

get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

val isElement: Boolean

get() = nodeType == Node.ELEMENT_NODE

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package org.w3c.dom

import org.w3c.dom.*

val isText: Boolean

get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

val isElement: Boolean

get() = nodeType == Node.ELEMENT_NODE

package org.w3c.dom

fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {

    override fun handleEvent(event: Event) {
        handler(event)
    }

    override fun toString(): String = "EventListenerHandler($handler)"
}

package org.w3c.dom

fun ItemArrayLike<out T>.asList(): List<T> = object : AbstractList<T>() {

    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw
            IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]"
            )
    }
}

package kotlin.js

@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw
        NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw
        ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {

    throw
        ClassCastException("Illegal cast")
}

package org.w3c.dom

fun Element.appendText(text: String): Element {

    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

package org.w3c.dom

fun Node.clear() {

    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

package org.w3c.dom

fun @JsName("throwNPE") throwNPE(message: String) {
    throw
        NullPointerException(message)
}

fun @JsName("throwCCE") throwCCE() {
    throw
        ClassCastException("Illegal cast")
}

fun @JsName("throwISE") throwISE(message: String) {

    throw
        ClassCastException("Illegal cast")
}

Open Source Used In DNAC Platform Guardian 9421
open class UninitializedPropertyAccessException

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each
element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one
 * of `groupingBy` extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 * For the list of group-and-fold operations available,
 * see the [extension functions](#extension-functions) for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation]
 * sequentially, passing the previously accumulated value as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be ‘null’
 *    if it's the first ‘element’ encountered in the group;
 *  - `first`: indicates whether it’s the first ‘element’ encountered in the group;
 * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    aggregateByRadixTo(destination, operation)

/**
 * Groups elements from the [Grouping] source by key and applies [operation]
 * to the elements of each group sequentially.
 * The key for each element is provided by the [Grouping.keyOf] function.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group, can be ‘null’
 *    if it's the first ‘element’ encountered in the group;
 *  - `first`: indicates whether it’s the first ‘element’ encountered in the group;
 * @return a [Map] associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    aggregateByRadix(destination, operation)
K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M

{ for (e in this.sourceIterator()) {
    val key = keyOf(e)
    val accumulator = destination[key]
    destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
} return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially.
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * An initial value of accumulator is provided by [initialValueSelector] function.
 * @param initialValueSelector a function that provides an initial value of accumulator for each group.
 *  It's invoked with parameters:
 *  - `key`: the key of the group;
 *  - `element`: the first element being encountered in that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `key`: the key of the group this element belongs to;
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the same [initialValue] for each group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `accumulator`: the current value of the accumulator of the group;
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
 * If the [destination] map already has a value corresponding to some key, that value is used as an initial value of accumulator for that group and the [initialValueSelector] function is not called for that group.
 * @param operation a function that is invoked on each element with the following parameters:
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return the [destination] map associating the key of each group with the result of accumulating the group elements.
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

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the accumulator of the group.

- `element`: the element from the source being accumulated.

* @return the `Map` associating the key of each group with the result of accumulating the group elements.

* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo

*/
@Suppress("UNCHECKED_CAST")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    aggregateTo(destination) { _, acc, e, first ->
        if (first)
            initialValue
        else
            operation(acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key
 * and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each subsequent element of the group
 * with the following parameters:
 *  - `key`: the key of the group
 *  - `accumulator`: the current value of the accumulator of the group;
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of accumulating the group elements.
 * @sample samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K,
        accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        if (first)
            e
        else
            operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key
 * and counts elements in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as an initial value of the counter for that group.
 * @return the [destination] map associating the key of each group with the count of elements in the group.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
/**
 * Groups elements from the [Grouping] source by key
 * and sums values provided by the [valueSelector] function for elements
 * in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as a sum of values for that group.
 * @return the [destination] map associating the key of each group with the sum of values from the group.
 */
@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, _ -> acc + valueSelector(e)}
-> acc + valueSelector(e))

public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> = fold(0.0) { acc, e -> acc + valueSelector(e)}

@Deprecated("Use Random.nextDouble instead", level = DeprecationLevel.WARNING)

package kotlin

/**
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package kotlin.js

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package kotlin

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package kotlin
@PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double

    @PublishedApi
    internal fun expm1(value: Double): Double

    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", ReplaceWith("minOf(a, b)", level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", ReplaceWith("maxOf(a, b)", level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b

/**
 * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any]?[Any]
 */
public external interface Json

    operator fun get(propertyName: String): Any?

    operator fun set(propertyName: String, value: Any?): Unit

/**
 * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
 */
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name, value) in pairs) {
        res[name] = value
    }
    return res
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?: String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String
}

/**
 * Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/**
 * Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/**
 * Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)
Double = nativeMath.tan(x)/\n**\n* Computes the arc sine of the value [x];\n* the returned value is an angle in the range from \'-PI/2\' to \'PI/2\' radians.\n\n* Special cases:\n* - \'asin(x)\' is \'NaN\', when \'abs(x) > 1\' or \(x\) is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun asin(x: Double): Double = nativeMath.asin(x)/\n**\n* Computes the arc cosine of the value [x];\n* the returned value is an angle in the range from \'0.0\' to \'PI\' radians.\n\n* Special cases:\n* - \'acos(x)\' is \'NaN\', when \'abs(x) > 1\' or \(x\) is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun acos(x: Double): Double = nativeMath.acos(x)/\n**\n* Computes the arc tangent of the value [x];\n* the returned value is an angle in the range from \'-PI/2\' to \'PI/2\' radians.\n\n* Special cases:\n* - \'atan(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun atan(x: Double): Double = nativeMath.atan(x)/\n**\n* Returns the angle \'theta\' of the polar coordinates \((r, theta)\) that correspond to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \([y] / [x]\);\n* the returned value is an angle in the range from \'-PI\' to \'PI\' radians.\n\n* Special cases:\n* - \'atan2(0,0, 0.0)\' is \'0.0\';\n* - \'atan2(-0.0, x)\' is \'0.0\' for \(x > 0\) and \'atan2(0.0, x)\' is \'0.0\' for \(x < 0\). \n
* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)/\n**\n* Computes the hyperbolic cosine of the value [x];\n* the returned value is positive \(y\) such that \(cosh(y) == x\) in the value \([x]\);\n\n* Special cases:\n* - \'cosh(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)/\n**\n* Computes the hyperbolic tangent of the value [x];\n* the returned value is \(y\) such that \(tanh(y) == x\) in the value \([x]\);\n\n* Special cases:\n* - \'tanh(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)/\n**\n* Computes the inverse hyperbolic cosine of the value [x];\n* the returned value is \(y\) such that \(cosh(y) == x\) in the value \([x]\);\n\n* Special cases:\n* - \'acosh(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)/\n**\n* Computes the inverse hyperbolic tangent of the value [x];\n* the returned value is \(y\) such that \(tanh(y) == x\) in the value \([x]\);\n\n* Special cases:\n* - \'atanh(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)/\n**\n* Computes \(sqrt(x^2 + y^2)\) without intermediate overflow or underflow.\n* The returned value is \(y\) such that \(sqrt(y) == x\) in the value \([x]\);\n\n* Special cases:\n* - \'sqrt(NaN)\' is \'NaN\'.

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)/\n**\n* Computes Euler's number \(e\) raised to the power of the value [x];\n* Special cases:\n* - \'exp(x)\' is \'NaN\' when \(x < 0\) or \(x > +Inf\).

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun exp(x: Double): Double = nativeMath.exp(x)/\n**\n* Computes \(expm1(x)\) when \(x < 0\) or \(x > +Inf\).

* @SinceKotlin("1.2")\n* @InlineOnly\n* public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)/\n**\n* Computes the logarithm of the value [x] to
the given \[base\]. \ln * n * Special cases: \ln * - \log(x, b) is \`NaN\' if either \`x\' or \`b\' are \`NaN\'
* - \`\log(x, b)\' is \`NaN\' when \`x < 0\' or \`b <= 0\' or \`b == 1.0\' * - \`\log(+Inf, +Inf)\' is \`NaN\' * - \`\log(+Inf, b)\' is \`+Inf\' for \`b > 1\' and \`-Inf\' for \`b < 1\' * - \`\log(0.0, b)\' is \`-Inf\' for \`b > 1\' and \`+Inf\' for \`b < 1\' * See also logarithm functions for common fixed bases: [\ln], [\log10] and [\log2]. \n* @SinceKotlin("1.2") @public actual fun log(x: Double, base: Double): Double {\n   if (base <= 0.0 || base == 1.0) return Double.NaN
   return nativeMath.log(x) / nativeMath.log(base)
}

/**
 * Computes the natural logarithm (base `E`) of the value \[x\]. \n* * Special cases:
*   - `ln(NaN)` is `NaN`
*   - `ln(x)` is `NaN` when `x < 0.0`
*   - `ln(+Inf)` is `+Inf`
*   - `ln(0.0)` is `-Inf`
*   - `ln(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
* @SinceKotlin("1.2") @InlineOnly @public actual inline fun ln(x: Double): Double =
   nativeMath.log(x)

/**
 * Computes `ln1p(x)`.
* * Special cases:
*   - `ln1p(NaN)` is `NaN`
*   - `ln1p(x)` is `NaN` where `x < -1.0`
*   - `ln1p(-1.0)` is `-Inf`
*   - `ln1p(+Inf)` is `+Inf`
* @SinceKotlin("1.2") @InlineOnly @public actual inline fun ln1p(x: Double): Double =
   nativeMath.log1p(x)

/**
 * Rounds the given value \[x\] to an integer towards positive infinity. \n* * @return the smallest double value that is greater than or equal to the given value \[x\] and is a mathematical integer. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun ceil(x: Double): Double =
   nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n*/

/**
 * Rounds the given value \[x\] to an integer towards negative infinity. \n* @return the largest double value that is smaller than or equal to the given value \[x\] and is a mathematical integer. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun floor(x: Double): Double =
   nativeMath.floor(x).unsafeCast<Double>()

/**
 * Rounds the given value \[x\] towards zero. \n* @return the value \[x\] having its fractional part truncated. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun truncate(x: Double): Double =
   nativeMath.trunc(x)

/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun round(x: Double): Double =
   if (x % 0.5 != 0.0) {
      return nativeMath.round(x).unsafeCast<Double>()
   }
   val floor = floor(x)
   return if (floor % 2 == 0.0) floor else ceil(x)
*/

/**
 * Returns the absolute value of the given value \[x\].
* * @SinceKotlin("1.2") @InlineOnly @public actual inline fun abs(x: Double): Double =
   nativeMath.abs(x)

/**
 * Returns the sign of the given value \[x\]:
*   - `-1.0` if the value is negative,
*   - zero if the value is zero,
*   - `1.0` if the value is positive
* @SinceKotlin("1.2") @InlineOnly @public actual inline fun sign(x: Double): Double =
   nativeMath.sign(x)

/**
 * Returns the smaller of two values. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun min(a: Double, b: Double): Double =
   nativeMath.min(a, b)

/**
 * Returns the greater of two values. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun max(a: Double, b: Double): Double =
   nativeMath.max(a, b)

/**
 * Raises this value to the power \[x\].
* Special cases:
*   - `b.pow(0.0)` is `1.0`
*   - `b.pow(1.0) == b`
* @SinceKotlin("1.2") @InlineOnly @public actual inline fun pow(x: Double, n: Int): Double =
   nativeMath.pow(x, n)
*/


/**
 * Raises this value to the integer power \[n\].
* See the other overload of [pow] for details. \n* @SinceKotlin("1.2") @InlineOnly @public actual inline fun Double.pow(n: Int): Double = Double
*/

Open Source Used In DNAC Platform Guardian 9429
= nativeMath.pow(this, n.toDouble())

/**
 * Returns the absolute value of this value.
 */
public actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - `0.0` if the value is zero,
 *   - `1.0` if the value is positive
 */
public actual inline val Double.sign: Double get() = nativeMath.sign(this)

/**
 * Returns this value with the sign bit same as of the
 * given value.
 */
public actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble())

/**
 * Returns the ulp (unit in the last place) of this value.
 */
public actual val Double.ulp: Double get() = when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    else /* this > 0 */ -> this.nextUp() - this
}

/**
 * Returns the value nearest to this value in direction of positive infinity.
 */
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.MAX_VALUE -> this
    this == 0.0 -> Double.MIN_VALUE
    else /* this > 0 */ -> Double.fromBits(this.toRawBits() + 1)
}

/**
 * Returns the value nearest to this value in direction of negative infinity.
 */
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else /* this < 0 */ -> Double.fromBits(this.toRawBits() - 1)
}

/**
 * Rounds this value to the nearest integer and converts the result to Int.
 */
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else /* this < Int.MAX_VALUE && this > Int.MIN_VALUE */ ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Computes the sine of the angle [x] given in radians.
 */
public actual inline fun sin(x: Float): Float = nativeMath.sin(x.toDouble()).toFloat()

/**
 * Computes the cosine of the angle [x] given in radians.
 */
public actual inline fun cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()

/**
 * Computes the tangent of the angle [x] given in radians.
 */
public actual inline fun tan(x: Float): Float = nativeMath.tan(x.toDouble()).toFloat()
1 or x is NaN

@SinceKotlin("1.2")
public actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()

/**
 * Computes the arc cosine of the value \[x\]; the returned value is an angle in the range from `-\pi/2` to `\pi/2` radians.
 *
 * Special cases:
 *   - `acos(NaN)` is NaN
 *   - `acos(\pm Inf)` is NaN
 *   - `acos(0)` is 0.0
 *   - `acos(\pm 1)` is 0.0
 *   - `acos(x)` is NaN when `abs(x)` > 1 or x is NaN
 */
@SinceKotlin("1.2")
public actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()

/**
 * Computes the arc tangent of the value \[x\]; the returned value is an angle in the range from `-\pi/2` to `\pi/2` radians.
 *
 * Special cases:
 *   - `atan(NaN)` is NaN
 *   - `atan(\pm 0)` is 0.0
 *   - `atan(x)` is NaN when \[x\] is NaN or `abs(x)` > 1
 */
@SinceKotlin("1.2")
public actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()

/**
 * Computes the arc tangent of the value \[x\]; the returned value is an angle in the range from `-\pi` to `\pi` radians.
 *
 * Special cases:
 *   - `atan2(0, y)` is 0.0 for `y > 0` and `-\pi` for `y < 0`
 *   - `atan2(\pm Inf, x)` is 0.0 for `x > 0` and `-\pi` for `x < 0`
 *   - `atan2(+Inf, x)` is \[\pi/2\]
 *   - `atan2(-Inf, x)` is `-\pi/2`
 */
@SinceKotlin("1.2")
public actual inline fun atan2(y: Float, x: Float): Float =
nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()
nativeMath.expm1(x.toDouble()).toFloat()\n\n* Computes the logarithm of the value \(x\) to the given \(\text{base}\).

\n* Special cases:

- \(\log(0, b)\) is NaN
- if either \(x\) or \(b\) are NaN
- \(\log(x, b)\) is NaN when \(x < 0\) or \(b = 0\)
- \(\log(x, 0)\) is NaN
- \(\log(+\infty, +\infty)\) is +\infty
- \(\log(-\infty, +\infty)\) is -\infty

See also logarithm functions for common fixed bases: \([\text{ln}], [\text{log10}], [\text{log2}]\).
inline fun Float.pow(n: Int): Float = nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()/* Returns the absolute value of this value.\n * * * Special cases:\n * - `NaN.absoluteValue` is `NaN`\n * @see abs function\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.roundToInt(): Int = toDouble().roundToInt()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.roundToLong(): Long = toDouble().roundToLong()/* Returns this value with the sign bit same as of the [sign] value.\n * * * If [sign] is `NaN` the sign of the result is undefined.\n */@SinceKotlin("1.2")@InlineOnly@public actual inline fun Float.min(a: Int, b: Int): Int = nativeMath.min(a, b)/* Returns the absolute value of this value.\n * * * Special cases:\n * - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n */@SinceKotlin("1.2")@InlineOnly@public actual inline val Int.absoluteValue: Int get() = abs(this)/* Returns the absolute value of this value.\n * * * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n */@SinceKotlin("1.2")@InlineOnly@public actual inline val Long.absoluteValue: Long get() = abs(this)/* Returns the absolute value of this value.\n * * * Special cases:\n * - `abs(Suppress("\nNOTHING_TO_INLINE\n\n"))`\n */@SinceKotlin("1.2")@Suppress("\nNOTHING_TO_INLINE\n\n")@public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b/* Returns the absolute value of this value.\n * * * Special cases:\n * - `Long.MAX_VALUE` is `Long.MAX_VALUE` due to an overflow\n */@SinceKotlin("1.2")@public actual inline fun Long.min(a: Long, b: Long): Long = if (a <= b) a else b/* Returns the absolute value of this value.\n * * * Special cases:\n * - `Long.MAX_VALUE` is `Long.MAX_VALUE` due to an overflow\n */@SinceKotlin("1.2")@public actual inline fun Long.max(a: Long, b: Long): Long = if (a >= b) a else b/* Returns the absolute value of this value.\n * * * Special cases:\n * - `Long.MAX_VALUE` is `Long.MAX_VALUE` due to an overflow\n */@SinceKotlin("1.2")@public actual inline fun Long.sign: Int get() = when {\n    this < 0 -> -1\n    this > 0 - > 1\n    else -> 0\n}*/ Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file. */

package kotlin

/**
 * Returns `true` if the specified number is NaN value, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is NaN value, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is infinitely large in magnitude.
 */
public actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY

/**
 * Returns `true` if the specified number is infinitely large in magnitude.
 */
public actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("DEPRECATION")
@kotlin.internal.InlineOnly
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1)

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits. 
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. 
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * The number right by a negative bit count is the same as rotating it right by the negated bit count: 
 * number.rotateRight(-n) == number.rotateRight(n) 
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 * number.rotateLeft(\n *    number.rotateLeft(n) == number.rotateLeft(n % 32))
 */

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(bitCount: Int): Long =
    shr(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()
when (val high = this.high) {\n  0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
else ->
  high.countLeadingZeroBits() \n\n\n\nprivate fun countTrailingZeroBits() =
  when (val low = this.low) {\n    0 -> Int.SIZE_BITS + low.countTrailingZeroBits()
  else ->
    low.countTrailingZeroBits()
  }

/**\n * Counts the number of consecutive least significant bits that are zero in\n * the binary representation of this [Long] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =\n  when (val high = this.high) {\n    0 -> Long(0, high.takeHighestOneBit())\n  else ->
    Long(low.takeHighestOneBit(), 0)\n  }\n\n\n\nprivate fun Long.takeLowestOneBit(): Long =\n  when (val low = this.low) {\n    0 -> Long(0, low.takeLowestOneBit())\n  else ->
    Long(low, high.takeLowestOneBit())\n  }\n
private fun Long.rotateLeft(bitCount: Int): Long {
  if ((bitCount and 31) != 0) {
    val low = this.low\n    val high = this.high\n    val newLow =\n      low.shl(bitCount) or high.ushr(-bitCount)\n    val newHigh = high.shl(bitCount) or low.ushr(-bitCount)\n    return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n  } else {
    return this\n  }\n\n\nprivate fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

/**\n * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
  @LowPriorityInOverloadResolution
  public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

  @LowPriorityInOverloadResolution
  public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

  public open fun <S> catch(onRejected: (Throwable) -> S?): Promise<S>\n
  companion object {
    public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

    public fun <S> race(promise: Array<out Promise<S>>): Promise<Nothing>\n
    public fun <S> resolve(e: S): Promise<S>\n  }

// It's workaround
inline fun <T, S> Promise<Promise<T>>.then(
  noinline onFulfilled: ((T) -> S)?\n): Promise<S> {
  return this.unsafeCast<Promise<T>>().then(onFulfilled)\n}

inline fun <T, S> Promise<Promise<T>>.then(
  noinline onFulfilled: ((T) -> S)?
): Promise<S> {
  return this.unsafeCast<Promise<T>>().then(onFulfilled)\n}
that can be found in the license/LICENSE.txt file.

*/

package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() *
        Math.pow(2, 32)) | 0").unsafeCast<int>())

private val INV_2_26: Double = 2.0.pow(-26)
p
private val INV_2_53: Double = 2.0.pow(-53)

internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

*
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributions.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be
 * passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("T::class.js"), level = DeprecationLevel.ERROR)
external fun <T : Any> jsClass(): JsClass<T>

@Deprecated("Use class literal and extension property `js` instead.", replaceWith =
    ReplaceWith("this::class.js"), level = DeprecationLevel.ERROR)
val <T : Any> T.jsClass: JsClass<T>
    get() = when (jsTypeOf(this)) {
        "string" -> js("String")
        "number" -> js("Number")
        "boolean" ->
            js("Boolean")
        else -> js("Object").getPrototypeOf(this).constructor
    }

/**
 * Obtains a constructor reference for the given `KClass`.
 */
val <T : Any> KClass<T>.js: JsClass<T>
    get() = this as KClassImpl<T>.jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

/*
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 * license/LICENSE.txt file.
 */

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation>
        get() = TODO()
    override val constructors: Collection<KFunction<T>>
        get() = TODO()
    override val isAbstract: Boolean
        get() = TODO()
    override val isCompanion: Boolean
        get() = TODO()
    override val isData: Boolean
        get() = TODO()
    override val isFinal: Boolean
        get() = TODO()
    override val isOpen: Boolean
        get() = TODO()
    override val isSealed: Boolean
        get() = TODO()
    override val members: Collection<KCallable<*>>
        get() = TODO()
    override val nestedClasses: Collection<KClass<*>>
        get() = TODO()
    override val objectInstance: T?
        get() = TODO()
    override val qualifiedName: String?
        get() = TODO()
    override val supertypes: List<KType>
        get() = TODO()
    override val typeParameters: List<KTypeParameter>
        get() = TODO()
    override val sealedSubclasses: List<KClass<out T>>
        get() = TODO()
    override val visibility: KVisibility?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*> && jClass == other.jClass
    }

    // TODO: use FQN
    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun toString(): String {
        // TODO: use FQN
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override fun isInstance(value: Any?): Boolean {
        return givenSimpleName == String("$metadata$", simpleName, unsafeCast<String?>())
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean {
        return false
    }
}

*/
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*/

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override val annotations: List<Annotation>
        get() = emptyList()

    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
        classifier == other.classifier && arguments == other.arguments && isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
        isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val
            nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    private fun KTypeProjection.asString(): String {
        if (variance == null) return "*"
        return variance.prefixString() + type.toString()
    }
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in 
        KVariance.OUT -> "out 
    }

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package kotlin.reflect.js.internal

import kotlin.reflect.*

internal data class KTypeParameterImpl(
    override val name: String,
    override val upperBounds: Array<KType>,
    override val variance: KVariance,
    override val isReified: Boolean
) : KTypeParameter {
    override fun toString(): String = name
}
val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array<*> })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

    @JsName("booleanArrayClass")
    val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

    @JsName("charArrayClass")
    val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

    @JsName("byteArrayClass")
    val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

    @JsName("shortArrayClass")
    val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

    @JsName("intArrayClass")
    val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

    @JsName("longArrayClass")
    val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

    @JsName("floatArrayClass")
    val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result =
            PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Array<Any>>(), "Function", { jsTypeOf(it) === 'function' & & it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }

    private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)
is BooleanArray -> PrimitiveClasses.booleanArrayClass
        e is CharArray -> PrimitiveClasses.charArrayClass
        e is ByteArray -> PrimitiveClasses.byteArrayClass
        e is ShortArray -> PrimitiveClasses.shortArrayClass
        e is IntArray -> PrimitiveClasses.intArrayClass
        e is LongArray -> PrimitiveClasses.longArrayClass
        e is FloatArray -> PrimitiveClasses.floatArrayClass
        e is DoubleArray -> PrimitiveClasses.doubleArrayClass
        e is KClass<*> -> KClass::class
        e is Array<*> -> PrimitiveClasses.arrayClass
        else -> {
            val constructor = js("Object").getPrototypeOf(e).constructor
            when {
                constructor === js("Object") -> PrimitiveClasses.anyClass
                constructor === js("Error") -> PrimitiveClasses.throwableClass
                else -> {
                    val jsClass: JsClass<T> = constructor
                    getOrCreateKClass(jsClass)
                }
            }
        }
    }.unsafeCast<KClass<T>>()

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().$metadata$
    return if (metadata != null) {
        if (metadata.$kClass$ == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.$kClass$ = kClass
            kClass
        } else {
            metadata.$kClass$
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

// TODO: Inherit from array or introduce asArray() extension
/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int

    public val input: String

    public val length: Int


    inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch?.first(): String = asArray()[0]
constructor(content: String) : Appendable, CharSequence

** Constructs an empty string builder with the specified initial capacity.

* In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.

* An actual constructor(capacity: Int) : this()

    */

** Constructs a string builder that contains the same characters as the specified char sequence.

* An actual constructor(content: CharSequence) : this(content.toString())

* Constructs an empty string builder.

* An actual constructor() : this()
string.substring(index)

return this

*/

* Inserts the string [value] into this string builder at the specified [index] and returns this instance.

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* @SinceKotlin(\"1.3\")

actual fun insert(index: Int, value: String):

StringBuilder {

StringAbstractList.checkPositionIndex(index, length)

this.string = this.string.substring(0, index) + value +
this.string.substring(index)

return this

} /*

* Sets the length of this string builder to the specified [newLength].

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

fun setLength(newLength: Int): {

if (newLength < 0) {
    throw IllegalArgumentException("Negative new length: $newLength.")
}

if (newLength <= length) {
    string = string.substring(0, newLength)
} else {
    for (i in length until newLength) {
        string += \u0000
    }
}

} /*

* Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

actual fun substring(startIndex: Int): String {

AbstractList.checkPositionIndex(startIndex, length)

return string.substring(startIndex)

} /*

* Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

actual fun substring(startIndex: Int, endIndex: Int): String {

checkReplaceRange(startIndex, endIndex, length)

return string.substring(startIndex, endIndex)

} /*

* Attempts to reduce storage used for this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun trimToSize() {

if (this.asDynamic()._capacity !== undefined) {
    this.asDynamic()._capacity = length
}

dooverride fun toString(): String = string

} /*

* Clears the content of this string builder making it empty and returns this instance.

* @SinceKotlin(\"1.3\")

* @sample samples.text.Strings.clearStringBuilder

* @Throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun set(index: Int, value: Char): {

AbstractList.checkElementIndex(index, length)

string = string.substring(0, index) + value +
string.substring(index + 1)

} /*

* Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

* @param startIndex the beginning (inclusive) of the range to replace.

* @param endIndex the end (exclusive) of the range to replace.

* @param value the string to replace with.

* @SinceKotlin(\"1.3\")

* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or

* `startIndex > endIndex`.

* @param endReplaceRange(startIndex, endIndex, length)

this.string = this.string.substring(0, startIndex) + value +
this.string.substring(endIndex)

return this

} /*

private fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {

if (startIndex < 0 || startIndex > length) {
    throw IndexOutOfBoundsException(\"start Index: $startIndex, end Index: $endIndex, length: $length\")
}

} /*

* Sets the character at the specified [index] to the specified [value].

* @Throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public operator fun set(index: Int, value: Char): {

AbstractList.checkElementIndex(index, length)

string = string.substring(0, index) + value +
string.substring(index + 1)

} /*

* Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

* @param startIndex the beginning (inclusive) of the range to replace.

* @param endIndex the end (exclusive) of the range to replace.

* @param value the string to replace with.

* @Throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or

* `startIndex > endIndex`.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun setRange(startIndex: Int, endIndex: Int, value: String): {

checkReplaceRange(startIndex, endIndex, length)

this.string = this.string.substring(0, startIndex) + value +
this.string.substring(endIndex)

return this

} /*

* Attempts to reduce storage used for this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun trimToSize() {

if (this.asDynamic()._capacity !== undefined) {
    this.asDynamic()._capacity = length
}

override fun toString(): String = string

} /*

* Clears the content of this string builder making it empty and returns this instance.

* @SinceKotlin(\"1.3\")

* @sample samples.text.Strings.clearStringBuilder

* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun set(index: Int, value: Char): {

AbstractList.checkElementIndex(index, length)

string = string.substring(0, index) + value +
string.substring(index + 1)

} /*

* Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

* @param startIndex the beginning (inclusive) of the range to replace.

* @param endIndex the end (exclusive) of the range to replace.

* @param value the string to replace with.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or

* `startIndex > endIndex`.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun setRange(startIndex: Int, endIndex: Int, value: String): {

checkReplaceRange(startIndex, endIndex, length)

this.string = this.string.substring(0, startIndex) + value +
this.string.substring(endIndex)

return this

} /*

* Attempts to reduce storage used for this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi

public fun trimToSize() {

if (this.asDynamic()._capacity !== undefined) {
    this.asDynamic()._capacity = length
}

override fun toString(): String = string

} /*

* Clears the content of this string builder making it empty and returns this instance.

* @SinceKotlin(\"1.3\")

* @sample samples.text.Strings.clearStringBuilder

* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* @SinceKotlin(\"1.3\")

* @ExperimentalStdlibApi
if (startIndex > endIndex) {
    throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")
}

AbstractList.checkIndex(startIndex, length)

string = string.substring(0, startIndex) + string.substring(startIndex + 1)
return this
}

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when \`startIndex > endIndex\`.
 */
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)

    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}

/**
 * Copies characters from this string builder into the \[destination\] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when \[startIndex\] or \[endIndex\] is out of range of this string builder indices or when \`startIndex > endIndex\`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \[destination\] array starting at the specified \[destinationOffset\], or when that index is out of the \[destination\] array indices range.
 */
public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

    var dstIndex = destinationOffset
    for (index in startIndex until endIndex) {
        destination[dstIndex++] = string[index]
    }
}

/**
 * Appends characters in a subarray of the specified character array \[value\] to this string builder and returns this instance.
 * The inserted characters go in same order as in the \[value\] array, starting at \[index\].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @throws IndexOutOfBoundsException or [IllegalArgumentExce...
* @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when
 * [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)
    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, length)
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
    return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline operator fun StringBuilder.set(index: Int, value: Char) =
    this.set(index, value)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder =
    this.deleteAt(index)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.replaceRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.replaceRange(startIndex, endIndex, value)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.replaceCharAt(index: Int, value: Char): StringBuilder =
    this.replaceCharAt(index, value)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.insertCharAt(index: Int, value: Char): StringBuilder =
    this.insertCharAt(index, value)
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)
    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
```
Exception or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`. In this `insertRange` method, if [index] is less than zero or greater than the length of this string builder.

```kotlin
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER","NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)
```

/*
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@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
    js("String.fromCharCode")(toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.
InlineOnly
public actual inline fun Char.toUpperCase(): Char =
    js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns `true` if the contents of this string is equal to the word "true", ignoring case, and `false` otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)
NumberFormatException if the string is not a valid representation of a number.

```kotlin
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float =
    toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? =
    (+(this.asDynamic())).unsafeCast<Double>().takeIf {
        !(it.isNaN() && !this.isNaN() || it == 0.0 &&
            this.isBlank())
    }

/**
 * Parses the string as a [Float] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloatOrNull(): Float? =
    toDoubleOrNull().unsafeCast<Float?>()

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual
    inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual
    inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
public actual fun Int.toString(radix: Int): String =
    asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }
```
entire [input]. */
    public actual infix fun matches(input: CharSequence): Boolean {
        nativePattern.reset() // reset the pattern
        val match = nativePattern.exec(input.toString()) // execute the pattern on input
        return match != null && match.index == 0 &&
            nativePattern.lastIndex == input.length // check that the match is the whole input
        }/** Indicates whether the regular expression can find at least one
        match in the specified [input]. */
    public actual infix fun containsMatchIn(input: CharSequence): Boolean {
        nativePattern.reset() // reset the pattern
        return nativePattern.test(input.toString())
    }

    /** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
    public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)

    /**
     * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified
     * [startIndex]. */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, startIndex) },
            { match -> match.next() })

    /**
     * Attempts to match the entire [input] CharSequence against the pattern.
     * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.
     */
    public actual fun matchEntire(input: CharSequence): MatchResult? {
        if (pattern.startsWith('^') &&
            pattern.endsWith('$'))
            return find(input)
        else
            return
                Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
        }

    /**
     * Replaces all
     * occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     * @param replacement A replacement expression that can include substitutions. See
     */
    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
     * Replaces the first
     * occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     * @param replacement A replacement expression that can include substitutions. See
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions =
            options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(nativePattern, replacement)
    }

    /**
     * Splits the 
     * CharSequence around matches of this
     * regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings
     * the string can be split to. Zero by default means no limit is set.
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val sb = StringBuilder(matches.size)
        var lastStart = 0
        for (match in matches) {
            sb.append(input, lastStart, match.range.start).toString()
            lastStart = match.range.endInclusive + 1
        }
        sb.append(input.substring(lastStart, input.length).toString())
        return sb.toString()
/**
   * Returns the string representation of this regular expression, namely the [pattern] of this regular
   * expression. */
   * Note that another regular expression constructed from the same pattern string may have
different [options] and may match strings differently. */
   */
   * public override fun toString(): String =
   * nativePattern.toString() actual companion object {
   * Returns a regular expression that
   * matches the specified [literal] string literally. */
   * No characters of that string will have special meaning when searching for an occurrence of the regular expression. */
   */
   * public actual fun fromLiteral(literal: String):
   * Returns a regular expression pattern string that matches the
   * specified [literal] string literally. */
   * No characters of that string will have special meaning when searching for an occurrence of the regular expression.*/
   */
   * public actual fun escape(literal: String):
   * Returns a literal replacement expression for the
   * specified [literal] string.
   */
   * No characters of that string will have special meaning when it is used as a
   * replacement string in [Regex.replace] function.*/
   */
   * private fun RegExp.findNext(input: String, from: Int): MatchResult? {
   * this.lastIndex = from
   * val match = exec(input)
   * if (match == null) return null
   * val range = match.index..lastIndex - 1
   * return object : MatchResult {
   * override val range: IntRange = range
   * override val value: String
   * get() = match[0]!!
   * override val groups: MatchGroupCollection = object :
   * MatchGroupCollection, AbstractCollection<MatchGroup?>() {
   * override val value: List<String> get() = matchValues!!
   * override fun get(index: Int): MatchGroup?
   * = match[index]?
   * let { MatchGroup(it) }
   * override fun get(index: Int): Int = match[index]!
   * override fun next(): MatchResult?
   * = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
   */
   * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. */
   * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
   * * The source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */
   *
nativeEndsWith(suffix) return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)

unpublic fun String.matches(regex: String): Boolean { val result = this.match(regex) return result != null } unpublic actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^[\s\xA0]+$")

unpublic actual fun String.matches(regex: String): Boolean = this.match(regex) != null && result.size != 0

unpublic actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean = regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

unpublic fun String.capitalize(): String { return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this

unpublic fun String.decapitalize(): String { return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this

unpublic fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }

unpublic fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), Regex.escapeReplacement(newValue))

unpublic fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString())

unpublic fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newValue))

unpublic fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String = nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), newChar.toString())

@UseExperimental(ExperimentalStdlibApi::class) unprivate fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) return 0
    return if (throwOnMalformed) throw CharacterCodingException("Surrogate range error");
    "\"\n    var n = low - 0xDC00
    var s = high - 0xD800
    if (n == 0) {
        return s
    }
    result += s
}
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

/**
 * Returns code point corresponding to UTF-8 sequence of
 * two bytes, where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
 * [index]. * Returns zero if the sequence is malformed and [throwOnMalformed] is false. * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xE0 != 0xA0) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xE0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (index + 1 == endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    } else if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte2 and 0x0E0 != 0x80) {
        // Surrogate code point
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes, where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index]. * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence * if the sequence is malformed and [throwOnMalformed] is false. * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.
 */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (index + 1 == endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    } return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}
encode.

* @param endIndex the end offset (exclusive) of the substring to encode.
* @param throwOnMalformed whether to throw on malformed char sequence or replace by the

[REPLACEMENT_BYTE_SEQUENCE].

* @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.
*/

internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed

UTF-8 byte sequence is replaced by. 
*/
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting 

[String].
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    byteIndex += -code
                }
            }
            byte shr 4 == -2 - > {
                val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    byteIndex += -code
                }
            }
            byte shr 3 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed))
                    byteIndex += -code
                }
            }
            else -> {
                val high = (code - 0x10000) shr 10 or 0xD800
                val low = (code and 0x3FF) or 0xDC00
                stringBuilder.append(high.toChar())
                stringBuilder.append(low.toChar())
                byteIndex += 3
            }
        }
    }

    return stringBuilder.toString()
}

/*
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 * found in the license/LICENSE.txt file. 
 */

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
MAX_RENDERBUFFER_SIZE: Int
UNPACK_FLIP_Y_WEBGL: Int
UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
CONTEXT_LOST_WEBGL: Int
UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
BROWSER_DEFAULT_WEBGL: Int
**Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin**

*An public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext |\ncompanion object |

```kotlin
companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val INVALID_FRAMEBUFFER_OPERATION: Int
    val UNPACK_FLIP_Y_WEBGL: Int
    val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
    val CONTEXT_LOST_WEBGL: Int
    val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
    val BROWSER_DEFAULT_WEBGL: Int
}

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {
    companion object {
        val DEPTH_BUFFER_BIT: Int
        val STENCIL_BUFFER_BIT: Int
        val INVALID_FRAMEBUFFER_OPERATION: Int
    }
}

val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
```
RENDERBUFFER_ALPHA_SIZE: Int
RENDERBUFFER_DEPTH_SIZE: Int
RENDERBUFFER_STENCIL_SIZE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
COLOR_ATTACHMENT0: Int
DEPTH_ATTACHMENT: Int
STENCIL_ATTACHMENT: Int
FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
FRAMEBUFFER_UNSUPPORTED: Int
FRAMEBUFFER_BINDING: Int
RENDERBUFFER_BINDING: Int
MAX_RENDERBUFFER_SIZE: Int
INVALID_FRAMEBUFFER_OPERATION: Int
UNPACK_FLIP_Y_WEBGL: Int
UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
CONTEXT_LOST_WEBGL: Int
UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
RENDERBUFFER_ALPHA_SIZE: Int
RENDERBUFFER_DEPTH_SIZE: Int
RENDERBUFFER_STENCIL_SIZE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
COLOR_ATTACHMENT0: Int
DEPTH_ATTACHMENT: Int
STENCIL_ATTACHMENT: Int
FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
FRAMEBUFFER_UNSUPPORTED: Int
FRAMEBUFFER_BINDING: Int
RENDERBUFFER_BINDING: Int
MAX_RENDERBUFFER_SIZE: Int
INVALID_FRAMEBUFFER_OPERATION: Int
UNPACK_BOLD_WEBGL: Int
UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
CONTEXT_LOST_WEBGL: Int
UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
** Exposes the JavaScript **

[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

** Exposes the JavaScript **

[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin

** Exposes the JavaScript **

[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin

** Exposes the JavaScript **

[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin

** Exposes the JavaScript **

```kotlin
    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }
```
fun Uint8Array.get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly

public inline operator
fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

val /* Exposes the JavaScript Uint8ClampedArray */ [https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray] to Kotlin

*/public external open class Uint8ClampedArray : ArrayBufferView {
constructor(array: Array<Byte>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8ClampedArray

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript 
[Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
constructor(array: Array<Byte>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8ClampedArray

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript 
[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
constructor(array: Int8Array)
constructor(array: Array<Short>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val length: Int
override val byteLength: Int
fun set(array: Int8Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int8Array

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.set(index: Int, value: Short) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript 
[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView {
constructor(array: Int16Array)
constructor(array: Array<Short>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val length: Int
override val byteOffset: Int
override val byteLength: Int
fun set(array: Int16Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int16Array

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript 
[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin
 */
public external open class Int32Array : ArrayBufferView {
constructor(array: Int32Array)
constructor(array: Array<Int>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val length: Int
override val byteoffset: Int
override val byteLength: Int
fun set(array: Int32Array, offset: Int = definedExternally)
fun set(array: Array<Int>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int32Array

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript 
[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {
constructor(array: Uint32Array)
constructor(array: Array<Int>)
constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
open val length: Int
override val byteOffset: Int
override val byteLength: Int
fun set(array: Uint32Array, offset: Int = definedExternally)
fun set(array: Array<Int>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint32Array

companion object {
val BYTES_PER_ELEMENT: Int
}
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin

```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! // See github.com/kotlin/dukat for details
 */

open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin
 */
open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    override val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin
 */
open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun setInt8(byteOffset: Int, value: Byte)
    fun setUint8(byteOffset: Int, value: Byte)
    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
    fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
    fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)
}

public external interface BufferDataSource

public external interface TexImageSource

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    var clipboardData: DataTransfer? = null
    return this
}

@kotlin.internal.InlineOnly
public inline fun TextImageSource(/**
 * Exposes the JavaScript
public external class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally): Event {

    open val clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}
abstract class CSSStyleRule : CSSRule {
    open var selectorText: String?
    open var style: CSSStyleDeclaration?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

internal abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
internal abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
internal abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open var style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

public external abstract class CSSMarginRule : CSSRule {
    open var name: String
    open var style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open var namespaceURI: String
    open var prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var
```kotlin
/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
ElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val offsetX: Double
    open val offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```
```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o'
}

/**
 * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface WheelEventInit : MouseEventInit {
        var deltaX: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaY: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaZ: Double? /* = 0.0 */
            get() = definedExternally
            set(value) = definedExternally
        var deltaMode: Int? /* = 0 */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o'
    }

    /**
     * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
     */
    public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : Event {
        open var type: String
        open val defaultPrevented: Boolean
        open val defaultStatus: String
        open val defaultView: Document
        open val defaultButton: Short
        open val defaultElement: EventTarget
        open val defaultRelatedTarget: EventTarget
        open val defaultTarget: EventTarget
        open val defaultOriginalTarget: EventTarget

        companion object {
            val NONE: Event
            val BUBBLING_PHASE: Event
            val CAPTURING_PHASE: Event
        }

        open var currentTarget: EventTarget
        open var target: EventTarget
        open var relatedTarget: EventTarget
        open var srcElement: EventTarget
        open var targetElement: EventTarget
        open var relatedSource: EventTarget
        open var sourceEvent: Event
        open var originEvent: Event

        open val preventDefault: () -> Unit
        open val stopPropagation: () -> Unit
        open val stopImmediatePropagation: () -> Unit

        open val originalType: String
        open var originalEvent: Event

        open val key: String
        open val keyCode: Int
        open val charCode: Int
        open val ctrlKey: Boolean
        open val shiftKey: Boolean
        open val altKey: Boolean
        open val metaKey: Boolean
        open val repeat: Boolean

        open var initiation: String
        open var which: Int
        open var source: Event

        open var capture: Boolean
        open var cancelable: Boolean

        open val view: View
        open val relatedTarget: EventTarget
        open val detail: Int
        open val position: Int
        open val positionInViewport: Int
        open val positionInWindow: Int
        open val positionInUserSpace: Int

        open val adjustment: Int
        open val clientX: Int
        open val clientY: Int
        open val screenX: Int
        open val screenY: Int
        open val touchClientX: Int
        open val touchClientY: Int

        open var wheelDelta: Int
        open var wheelDeltaX: Int
        open var wheelDeltaY: Int
        open var wheelDeltaZ: Int
        open var wheelDeltaMode: Int

        open var delta: Int
        open var deltaY: Int
        open var deltaX: Int
        open var wheelDelta: Int

        open var wheelDeltaX: Int
        open var wheelDeltaY: Int
        open var wheelDeltaZ: Int
        open var wheelDeltaMode: Int

        open var touchDeltaX: Int
        open var touchDeltaY: Int
        open var touchDeltaZ: Int

        open var pageX: Int
        open var pageY: Int
        open var pageXRelative: Int
        open var pageYRelative: Int

        open var screenX: Int
        open var screenY: Int
        open var screenXRelative: Int
        open var screenYRelative: Int

        open var screenTop: Int
        open var screenLeft: Int
        open var screenXRelativeToMonitor: Int
        open var screenYRelativeToMonitor: Int

        open var targetX: Int
        open var targetY: Int
        open var targetXRelative: Int
        open var targetYRelative: Int

        open var relatedTargetX: Int
        open var relatedTargetY: Int
        open var relatedTargetXRelative: Int
        open var relatedTargetYRelative: Int

        open var clientWidth: Int
        open var clientHeight: Int
        open var clientTop: Int
        open var clientLeft: Int...
```
UIEvent {
    open val data: String
    open val isComposing: Boolean
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun InputEventInit(data: String? = "",
    InputEventInit {
        o = js("({})")
        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        return o
    }
}

/**
 * Exposes the JavaScript
 * [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean
}

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun KeyboardEventInit(key: String? = "",
        code: String? = "",
        location: Int? = 0,
        repeat: Boolean? = false,
        isComposing: Boolean? = false,
        ctrlKey: Boolean? = false,
        shiftKey: Boolean? = false,
        metaKey: Boolean? = false,
        modifierAltGraph: Boolean? = false,
        modifierCapsLock: Boolean? = false,
        modifierFn: Boolean? = false,
        modifierFnLock: Boolean? = false,
        modifierHyper: Boolean? = false,
        modifierNumLock: Boolean? = false,
        modifierScrollLock: Boolean? = false,
        modifierSuper: Boolean? = false,
        modifierSymbol: Boolean? = false,
        modifierSymbolLock: Boolean? = false,
        modifierSymbolLock2: Boolean? = false,
        modifierSuper: Boolean? = false,
        modifierSuper: Boolean? = false): KeyboardEventInit {
        o = js("({})")
        o["key"] = key
        o["code"] = code
        o["location"] = location
        o["repeat"] = repeat
        o["isComposing"] = isComposing
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["metaKey"] = metaKey
        o["altKey"] = altKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        return o
    }
}

/**
 * Exposes the JavaScript
 * [CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin
 */
public external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {
    open val data: String
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface CompositionEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    }

@kotlin.internal.InlineOnly
public inline fun CompositionEventInit(data: String? = "",
        view: Window? = null,
        detail: Int? = 0,
        bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {
    val o = js("({})")
    o["data"] = data
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 */
public class Event(type: String, eventInitDict: EventInit = definedExternally) {
    open val type: String
    open val target: EventTarget?
    open val currentTarget: EventTarget?
    open val eventPhase: Short
    open val bubbles: Boolean
    open val cancelable: Boolean
    open val defaultPrevented: Boolean
    open val composed: Boolean
    open val isTrusted: Boolean
    open val timeStamp: Number
    fun composedPath(): Array<EventTarget>
    fun stopPropagation()
    fun stopImmediatePropagation()
    fun preventDefault()

    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public interface EventListener {
    fun handleEvent(event: Event)
}
translate: Boolean
open var dir: String
open val dataset: DOMStringMap
open var hidden: Boolean
open var tabIndex: Int
open var accessKey: String
open val accessKeyLabel: String
open var draggable:
Boolean
open open val dropzone: DOMTokenList
open var contextMenu: HTMLMenuElement
open var spellcheck:
Boolean
open var innerText: String
open val offsetParent: Element?
open val offsetTop: Int
open val offsetLeft: Int
open val offsetWidth: Int
open val offsetHeight: Int
fun fun blur():
fun forceSpellCheck():

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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```kotlin
/**
 * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin
 */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin
 */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open
    var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open
    val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open
    var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open
    var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public
external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public
external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion
        object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public
external abstract class HTMLSpanElement : HTMLElement {
    companion
        object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public
external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement,
TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String
    open var useMap: String
    open var isMap: Boolean
    open var open: String
    open var width: Int
    open var height: Int
    open var naturalWidth: Int
    open var naturalHeight: Int
    open var complete: Boolean
    open var currentSrc: String
    open var referrerPolicy: String
    open var name: String
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open var x: Int
    open var y: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open var sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement{
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var width: String
    open var height: String
    open var align: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open var videoWidth: Int
    open var videoHeight: Int
    open var poster: String
    open var playsInline: Boolean
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
     */
    public external abstract class HTMLMediaElement : HTMLElement {
        open val error: MediaError?
        open var src: String
        open var srcObject: dynamic
        open val currentSrc: String
        open var crossOrigin: String?
        open val networkState: Short
        open var preload: String
        open val buffered: TimeRanges
        open val readyState: Short
        open var seeking: Boolean
        open var currentTime: Double
        open var duration: Double
        open var paused: Boolean
        open var defaultPlaybackRate: Double
        open var playbackRate: Double
        open var played: TimeRanges
        open var seekable: TimeRanges
        open var ended: Boolean
        open var autoplay: Boolean
        open var loop: Boolean
        open var volume: Double
        open var muted: Boolean
        open var defaultMuted: Boolean
        open var audioTracks: AudioTrackList
        open var videoTracks: VideoTrackList
        open val textTracks: TextTrackList
        fun load(): Promise<Unit>
        fun canPlayType(type: String): CanPlayTypeResult
        fun fastSeek(time: Double)
        fun getStartDate(): dynamic
        fun play(): Promise<Unit>
        fun pause()
        fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

        companion object {
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open fun getTrackById(id: String): AudioTrack?
    fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]
}

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open fun getTrackById(id: String): VideoTrack?
    fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]
}

/**
 * Exposes the JavaScript [TextTrackList](https://developer.mozilla.org/en/docs/Web/API/TextTrackList) to Kotlin
 */
public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open fun getTrackById(id: String): TextTrack?
    fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]
}

/**
 * Exposes the JavaScript [TextTrackCueList](https://developer.mozilla.org/en/docs/Web/API/TextTrackCueList) to Kotlin
 */
public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
    fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]
}

/**
 * Exposes the JavaScript [TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin
 */
public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open var tBodies: HTMLCollection
    open var rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellspacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot(): HTMLTableSectionElement
    fun createTBody(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin**

```
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin**

```
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin**

```
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin**

```
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowspan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var nowrap: Boolean
    open var valign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic() [index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic() [name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin * Unpublic external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open var form:
    HTMLFormElement?
    open var files: FileList?
    open var formAction: String
    open var formEncType: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var formNoValidate: Boolean
    open var size: Int
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var defaultValue: String
    open var label: String
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    open var align: String
    open var useMap: String
    fun stepUp(n: Int = definedExternally)
    fun stepDown(n: Int = definedExternally)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin * Unpublic external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open var form:
    HTMLFormElement?
    open var formAction: String
    open var formEncType: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short * Exposes the JavaScript
Open Source Used In DNAC Platform Guardian 9487
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): void

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String): void

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
*/public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin */
*/
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
  open val canvas: HTMLCanvasElement
  public external interface CanvasState {
    fun save()
    fun restore()
  }
  public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double)
    fun resetTransform(): Unit
  }
  public external interface CanvasCompositing {
    val globalAlpha: Double
    var globalCompositeOperation: String
  }
  public external interface CanvasImageSmoothing {
    val imageSmoothingEnabled: Boolean
    val imageSmoothingQuality: ImageSmoothingQuality
  }
  public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
    var fillStyle: dynamic
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(): CanvasPattern
    fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern
  }
  public external interface CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
  }
  public external interface CanvasFilters {
    var filter: String
  }
  public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)
  }
  public external interface CanvasDrawPath {
    fun beginPath()
    fun fill(fillRule: CanvasFillRule = definedExternally)
    fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun stroke()
    fun stroke(path: Path2D)
    fun clip(fillRule: CanvasFillRule = definedExternally)
    fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun setLineDash(segments: Array<Double>)
    fun getLineDash(): Array<Double>
  }
  public external interface CanvasUserInterface {
    fun drawFocusIfNeeded(element: Element)
    fun drawFocusIfNeeded(path: Path2D, element: Element)
    fun scrollPathIntoView()
    fun scrollPathIntoView(path: Path2D)
  }
  public external interface CanvasText {
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double)
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double)
    fun measureText(text: String): TextMetrics
  }
  public external interface CanvasDrawImage {
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)
    fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double)
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dw: Double, dh: Double)
    fun putImageData(imagedata: ImageData, sx: Double, sy: Double, sw: Double, sh: Double)
  }
  public external interface CanvasHitRegion {
    fun addHitRegion(options: HitRegionOptions = definedExternally)
    fun removeHitRegion(id: String)
    fun clearHitRegions()
    fun想知道CanvasImageData
  }
  ImageData
  ImageData
  ImageData
  ImageData
  ImageData
  ImageData
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  ImageData
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  ImageData
  ImageData
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  ImageData
  ImageData
  ImageData
  ImageData
 public interface HitRegionOptions {
    var path: Path2D? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */
        get() = definedExternally
        set(value) = definedExternally
    var id: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var parentID: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var cursor: String? /* = "inherit" */
        get() = definedExternally
        set(value) = definedExternally
    var control: Element? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var label: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var role: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    o["role"] = role
    return o
}

/**
 * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
 */
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

/**
 * Exposes the JavaScript [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin
 */
public external open class Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cp: Double, cpy: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y: Double, x2: Double, y2: Double, radius: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)
    fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)
}
ImageBitmapRenderingContextSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

    val o = js("({})")
    o["alpha"] = alpha
    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic,
    options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any?
    whenDefined(name: String): Promise<Unit>
}

public external interface ElementDefinitionOptions {
    var extends: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("({})")
    o["extends"] = extends
    return o
}

public external interface ElementContentEditable {
    var contentEditable: String
    val isContentEditable: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class DataTransfer {
    open var dropEffect: String
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun setData(format: String, data: String)
    fun clearData(format: String = definedExternally)
}

/**
 * Exposes the JavaScript
 */
public external abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()
}

@kotlin.internal.InlineOnly
public inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dataTransfer"] = dataTransfer
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
}
```kotlin
/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin

```
external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE:
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var newURL: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {
    open val persisted: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin
 */
public external class BeforeUnloadEvent : Event {
    var returnValue: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ErrorEventInit : EventInit {
    var message: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var filename: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lineno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var colno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var error: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
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```
[PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin

```Anpublic external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) :
Event {
    open val promise: Promise<Any>?
    open val reason: Any?
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>?
        get() = definedExternally
        set(value) = definedExternally
    var reason: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["promise"] = promise
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript

[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin

```
```kotlin
    var onmousedown: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseenter: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseleave: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmousemove: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseout: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseover: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmouseup: ((MouseEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onwheel: ((WheelEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpause: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onplay: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onplaying: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onprogress: ((ProgressEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onratechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onreset: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onresize: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onscroll: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onseeked: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onseeking: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onselect: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onshow: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onstalled: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onsubmit: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onsuspend: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ontimeupdate: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ontoggle: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onvolumechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onwaiting: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ongotpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onlostpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerdown: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointermove: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerup: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointercancel: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerout: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerenter: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerdown: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointermove: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerup: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointercancel: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerout: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerleave: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerenter: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointermove: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerup: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointercancel: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerout: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerleave: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
```
definedExternally
var onoffline: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onononline: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onpagehide: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onpageshow: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onpopstate: ((PopStateEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onrejectionhandled: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onstorage: ((StorageEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

var onunload: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally

public external interface DocumentAndElementEventHandlers {
    var oncopy:
        ((ClipboardEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
    var oncut:
        ((ClipboardEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
    var onpaste:
        ((ClipboardEvent) -> dynamic)?
            get() = definedExternally
            set(value) = definedExternally
}

/**
 * Exposes the JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope)
to Kotlin
 */
public external interface WindowOrWorkerGlobalScope {
    val origin: String
    val caches:
    fun btoa(data: String): String
    fun atob(data: String): String
    fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearTimeout(handle: Int = definedExternally)
    fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
    fun clearInterval(handle: Int = definedExternally)
    fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
    fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>
}

/**
 * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {
    open val clipboard: Clipboard
    open val mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback:
        (dynamic) -> Unit): Int
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun isProtocolHandlerRegistered(mimeType: String, url: String): Boolean
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String): Boolean
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external abstract class NavigatorPlugins : PluginArray {
    fun refresh(reload: Boolean = definedExternally)
}
item(index: Int): Plugin?  
    fun namedItem(name: String): Plugin?  

@kotlin.internal.InlineOnly
public 
inline operator fun PluginArray.get(index: Int): Plugin? =  
asDynamic()?[index]@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? =  
asDynamic()?[name]@kotlin.internal.InlineOnly
abstract class MimeTypeArray : ItemArrayLike<MimeType>  
    override fun item(index: Int): MimeType? =  
        asDynamic()[index]@kotlin.internal.InlineOnly
abstract class Plugin : ItemArrayLike<MimeType>  
    open val name: String  
    open val description: String  
    open val filename: String  
    override fun item(index: Int): MimeType? =  
        asDynamic()[index]@kotlin.internal.InlineOnly
abstract class MimeType {
    open val type: String  
    open val description: String  
    open val suffixes: String  
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external 
abstract class MimeTypeArray : ItemArrayLike<MimeType>  
    override fun item(index: Int): MimeType? =  
        asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? =  
    asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? =  
    asDynamic()[name]@kotlin.internal.InlineOnly
abstract class Plugin : ItemArrayLike<MimeType>  
    open val name: String  
    open val description: String  
    open val filename: String  
    override fun item(index: Int): MimeType? =  
        asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? =  
    asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? =  
    asDynamic()[name]@kotlin.internal.InlineOnly
abstract class Plugin : ItemArrayLike<MimeType>  
    open val name: String  
    open val description: String  
    open val filename: String  
    override fun item(index: Int): MimeType? =  
        asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? =  
    asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? =  
    asDynamic()[name]@kotlin.internal.InlineOnly
public class ImageBitmap : CanvasImageSource, TexImageSource  
    open val width: Int  
    open val height: Int  
    fun close()@kotlin.internal.InlineOnly
public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
        get() = definedExternally
        set(value) = definedExternally
    var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
        get() = definedExternally
        set(value) = definedExternally
    var resizeWidth: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeHeight: Int?
        get() = definedExternally
        set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
        get() = definedExternally
        set(value) = definedExternally
}
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```kotlin
@kotlin.internal.InlineOnly
public inline fun MessageEventInit(data: Any? = null, origin:
String? = "", lastEventId: String? = "", source: UnionMessagePortOrWindowProxy? = null, ports:
MessageEventInit {
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin
 */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }

    public external interface EventSourceInit : EventInit {
        var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
        val o = js("({})")
        o["withCredentials"] = withCredentials
        return o
    }

    public external interface CloseEventInit : EventInit {
        var wasClean: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
        var code: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
        var reason: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["wasClean"] = wasClean
        o["code"] = code
        o["reason"] = reason
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external interface BroadcastChannel {
        open val name: String
        var onmessage: ((MessageEvent) -> dynamic)?
        fun postMessage(message: Any?)
        fun close()
    }

    @kotlin.internal.InlineOnly
    public inline fun BroadcastChannel(name: String?): BroadcastChannel {
        val o = js("({})")
        o["name"] = name
        return o
    }

    public external interface WorkerGlobalScope {
        open val name: String
        var onmessage: ((MessageEvent) -> dynamic)?
        fun postMessage(message: Any?)
        fun close()
    }

    @kotlin.internal.InlineOnly
    public inline fun WorkerGlobalScope(name: String?): WorkerGlobalScope {
        val o = js("({})")
        o["name"] = name
        return o
    }

    public external open class MessageChannel {
        open val port1: MessagePort
        open val port2: MessagePort
        var onmessage: ((MessageEvent) -> dynamic)?
        fun postMessage(message: Any?)
        fun close()
    }

    @kotlin.internal.InlineOnly
    public inline fun MessageChannel(port1: MessagePort, port2: MessagePort?): MessageChannel {
        val o = js("({})")
        o["port1"] = port1
        o["port2"] = port2
        return o
    }
```

[WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope)
GlobalPerformance {  open val self: WorkerGlobalScope
  open val location: WorkerLocation
  open val navigator: WorkerNavigator
  open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
  open var onlanguagechange: ((Event) -> dynamic)?
  open var onoffline: ((Event) -> dynamic)?
  open var ononline: ((Event) -> dynamic)?
  open var onrejectionhandled: ((Event) -> dynamic)?
  open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
}

fun importScripts(vararg urls: String)

/**
 * Exposes the JavaScript
 */
public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
  open var onmessage: ((MessageEvent) -> dynamic)?
  fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
  fun close()
}

/**
 * Exposes the JavaScript
 */
public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
  open val name: String
  open val applicationCache: ApplicationCache
  open var onconnect: ((Event) -> dynamic)?
  fun close()
}

/**
 * Exposes the JavaScript
 */
public external interface AbstractWorker {
  var onerror: ((Event) -> dynamic)?
      get() = definedExternally
      set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
  var onmessage: ((MessageEvent) -> dynamic)?
  override var onerror: ((Event) -> dynamic)?
  fun terminate()
}

fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)

public external interface WorkerOptions {
  var type: WorkerType? /* = WorkerType.CLASSIC */
      get() = definedExternally
      set(value) = definedExternally
  var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
      get() = definedExternally
      set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
  open val port: MessagePort
  override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 */
public external interface NavigatorConcurrentHardware {
  val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
  open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript
 */
public external abstract class WorkerLocation {
  open val href: String
  open val origin: String
  open val protocol: String
  open val host: String
  open val hostname: String
  open val port: String
  open val pathname: String
  open val search: String
  open val hash: String
}

/**
 * Exposes the JavaScript
 */
public external abstract class Storage {
  open val length: Int
  fun key(index: Int): String?
  fun removeItem(key: String)
  fun clear()
  fun getItem(key: String): String?
  fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript
 */
public external abstract class WindowSessionStorage {
}

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```kotlin
// Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var url: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun StorageEventInit(key: String? = null,
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var
```
```kotlin
/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally): Unit
    fun disconnect(): Unit
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
    var attributes: Boolean? get() = definedExternally
    var subTree: Boolean? /* = false */
        get() = definedExternally
    var attributeOldValue: Boolean? get() = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["subTree"] = subTree
    o["attributeOldValue"] = attributeOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node?
    fun hasChildNodes(): Boolean
    fun normalize(): Unit
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Unit
    fun appendChild(node: Node): Node
    fun replaceChild(child: Node, node: Node): Node
    fun removeChild(child: Node): Unit
    fun companion object {
        val ELEMENT_NODE: Short = 1
        val ATTRIBUTE_NODE: Short = 2
        val TEXT_NODE: Short = 3
        val CDATA_SECTION_NODE: Short = 4
        val ENTITY_REFERENCE_NODE: Short = 5
        val ENTITY_NODE: Short = 6
        val PROCESSING_INSTRUCTION_NODE: Short = 7
        val COMMENT_NODE: Short = 8
        val DOCUMENT_NODE: Short = 9
        val DOCUMENT_TYPE_NODE: Short = 10
        val DOCUMENT_FRAGMENT_NODE: Short = 11
        val DOCUMENT_POSITION_DISCONNECTED: Short = 12
        val DOCUMENT_POSITION_PRECEDING: Short = 13
        val DOCUMENT_POSITION_FOLLOWING: Short = 14
        val DOCUMENT_POSITION_CONTAINS: Short = 15
        val DOCUMENT_POSITION_CONTAINED_BY: Short = 16
    }
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subTree"] = subTree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external interface Node {
    fun getRootNode(): Node?
    fun hasChildNodes(): Boolean
    fun normalize(): Unit
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Unit
    fun appendChild(node: Node): Node
    fun replaceChild(child: Node, node: Node): Node
    fun removeChild(child: Node): Unit
    fun companion object {
        val ELEMENT_NODE: Short = 1
        val ATTRIBUTE_NODE: Short = 2
        val TEXT_NODE: Short = 3
        val CDATA_SECTION_NODE: Short = 4
        val ENTITY_REFERENCE_NODE: Short = 5
        val ENTITY_NODE: Short = 6
        val PROCESSING_INSTRUCTION_NODE: Short = 7
        val COMMENT_NODE: Short = 8
        val DOCUMENT_NODE: Short = 9
        val DOCUMENT_TYPE_NODE: Short = 10
        val DOCUMENT_FRAGMENT_NODE: Short = 11
        val DOCUMENT_POSITION_DISCONNECTED: Short = 12
        val DOCUMENT_POSITION_PRECEDING: Short = 13
        val DOCUMENT_POSITION_FOLLOWING: Short = 14
        val DOCUMENT_POSITION_CONTAINS: Short = 15
        val DOCUMENT_POSITION_CONTAINED_BY: Short = 16
    }
}
```

```kotlin
/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
    var attributes: Boolean? get() = definedExternally
    var subTree: Boolean? /* = false */
        get() = definedExternally
    var attributeOldValue: Boolean? get() = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subTree"] = subTree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}
```
definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed: Boolean?
= false): GetRootNodeOptions {\n val o = js(\"({})\")\n o[\"composed\"] = composed\n return o\n}\n\n/**\n *
Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n
*/\npublic external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers,
NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {\n open val implementation:
DOMImplementation\n open val URL: String\n open val documentURI: String\n open val origin: String\n
open val compatMode: String\n open val characterSet: String\n open val charset: String\n open val
inputEncoding: String\n open val contentType: String\n open val doctype: DocumentType?\n open val
documentElement: Element?\n open val location: Location?\n var domain: String\n open val referrer: String\n
var cookie: String\n open val lastModified: String\n open val readyState: DocumentReadyState\n var title:
String\n var dir: String\n var body: HTMLElement?\n open val head: HTMLHeadElement?\n open val
images: HTMLCollection\n open val embeds: HTMLCollection\n open val plugins: HTMLCollection\n open
val links: HTMLCollection\n open val forms: HTMLCollection\n open val scripts: HTMLCollection\n open
val currentScript: HTMLOrSVGScriptElement?\n open val defaultView: Window?\n open val activeElement:
Element?\n var designMode: String\n var onreadystatechange: ((Event) -> dynamic)?\n var fgColor: String\n
var linkColor: String\n var vlinkColor: String\n var alinkColor: String\n var bgColor: String\n open val
anchors: HTMLCollection\n open val applets: HTMLCollection\n open val all: HTMLAllCollection\n open
val scrollingElement: Element?\n open val styleSheets: StyleSheetList\n open val rootElement:
SVGSVGElement?\n open val fullscreenEnabled: Boolean\n open val fullscreen: Boolean\n var
onfullscreenchange: ((Event) -> dynamic)?\n var onfullscreenerror: ((Event) -> dynamic)?\n override var
onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) -> dynamic)?\n override var oncancel:
((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n override var oncanplaythrough:
((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n override var onclick: ((MouseEvent) ->
dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var oncontextmenu: ((MouseEvent) ->
dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var ondblclick: ((MouseEvent) ->
dynamic)?\n override var ondrag: ((DragEvent) -> dynamic)?\n override var ondragend: ((DragEvent) ->
dynamic)?\n override var ondragenter: ((DragEvent) -> dynamic)?\n override var ondragexit: ((DragEvent) ->
dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var ondragover: ((DragEvent) ->
dynamic)?\n override var ondragstart: ((DragEvent) -> dynamic)?\n override var ondrop: ((DragEvent) ->
dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var onemptied: ((Event) ->
dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror: ((dynamic, String, Int, Int,
Any?) -> dynamic)?\n override var onfocus: ((FocusEvent) -> dynamic)?\n override var oninput: ((InputEvent) > dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var onkeydown: ((KeyboardEvent) ->
dynamic)?\n override var onkeypress: ((KeyboardEvent) -> dynamic)?\n override var onkeyup:
((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata:
((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend:
((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var onmousedown:
((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n override var
onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) -> dynamic)?\n
override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover: ((MouseEvent) ->
dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel: ((WheelEvent) ->
dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var
onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked:
((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) ->
dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var

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ontimeupdate: ((Event) -> dynamic)?
override var ontogglle: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongopointercapture: ((PointerEvent) -> dynamic)?
override var onlostartointercapture: ((PointerEvent) -> dynamic)?
override var onpointerdowm: ((PointerEvent) -> dynamic)?
override var onpointermove: ((PointerEvent) -> dynamic)?
override var onpointerup: ((PointerEvent) -> dynamic)?
override var onpointercancel: ((PointerEvent) -> dynamic)?
override var onpointerevent: ((PointerEvent) -> dynamic)?
override var onpointerleave: ((PointerEvent) -> dynamic)?
override var oncopy: ((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) -> dynamic)?
override var onpaste: ((ClipboardEvent) -> dynamic)?

HTMLCollection.prototype reverence, val firstElementChild: Element?
HTMLCollection.prototype reverence, val lastElementChild: Element?

HTMLCollection.prototype reverence, val childElementCount: Int
HTMLCollection.prototype reverence, val getElementsByTagName(qualifiedName: String): HTMLCollection
HTMLCollection.prototype reverence, val getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
HTMLCollection.prototype reverence, val getElementsByClassName(classNames: String): HTMLCollection
HTMLCollection.prototype reverence, val createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
HTMLCollection.prototype reverence, val createElementNS(namespace: String?, qualifiedName: String): Element
HTMLCollection.prototype reverence, val createDocumentFragment(): DocumentFragment
HTMLCollection.prototype reverence, val createTextNode(data: String): Text
HTMLCollection.prototype reverence, val createCDATASection(data: String): CDATASection
HTMLCollection.prototype reverence, val createComment(data: String): Comment
HTMLCollection.prototype reverence, val createProcessingInstruction(target: String, data: String): ProcessingInstruction
HTMLCollection.prototype reverence, val getElementsByName(elementName: String): NodeList
HTMLCollection.prototype reverence, val open(type: String = definedExternally, replace: String = definedExternally): Document
HTMLCollection.prototype reverence, val close(): Document
HTMLCollection.prototype reverence, val write(vararg text: String)
HTMLCollection.prototype reverence, val writeln(vararg text: String)

HTMLCollection.prototype reverence, val hasFocus(): Boolean
HTMLCollection.prototype reverence, val execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): void
HTMLCollection.prototype reverence, val queryCommandEnabled(commandId: String): Boolean
HTMLCollection.prototype reverence, val queryCommandIndeterm(commandId: String): Boolean
HTMLCollection.prototype reverence, val queryCommandState(commandId: String): Boolean
HTMLCollection.prototype reverence, val getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
HTMLCollection.prototype reverence, val convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
HTMLCollection.prototype reverence, val convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
HTMLCollection.prototype reverence, val convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

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CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly
public inline operator fun Document.get(name: String): dynamic =
asDynamic()[name]

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin
 */
public external open class XMLDocument : Document {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ElementCreationOptions {
    var `is`: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = undefined): ElementCreationOptions {
    val o = js("({})")
    o["is"] = `is`
    return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public external abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public external abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public external open class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic)
    override fun prepend(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
[Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin

```kotlin
open external class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript CDATASection to Kotlin
 */
open external class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript ProcessingInstruction to Kotlin
 */
abstract external class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript Comment to Kotlin
 */
open external class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
**Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin**

```kotlin
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment
}
```

**Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin**

```kotlin
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}
```

**Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin**

```kotlin
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun nextNode(): Node?
}
```

**Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin**

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short
}
```

**Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin**

```kotlin
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]
```

**Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin**

```kotlin
[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
```
external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open func matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)
    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit, p2: DOMPointInit, p3: DOMPointInit, p4: DOMPointInit)
    constructor(rect: DOMRectInit)
    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint
    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double? = 0.0): DOMMatrix
    fun scale(scale: Double, originX: Double, originY: Double? = 0.0): DOMMatrix

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/**
 * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */
public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEvent) -> dynamic)?
    override var oncuechange: ((Event) -> dynamic)?
    override var ondblclick: ((MouseEvent) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragexit: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onmessage: ((Event) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var onmouseenter: ((MouseEvent) -> dynamic)?
    override var onmouseleave: ((MouseEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmoveend: ((Event) -> dynamic)?
    override var onmovestart: ((Event) -> dynamic)?
    override var onplay: ((Event) -> dynamic)?
    override var onplaying: ((Event) -> dynamic)?
    override var onratechange: ((Event) -> dynamic)?
    override var onreset: ((Event) -> dynamic)?
    override var onresize: ((Event) -> dynamic)?
    override var onscroll: ((Event) -> dynamic)?
    override var onselect: ((Event) -> dynamic)?
    override var onselectstart: ((Event) -> dynamic)?
    override var onselectend: ((Event) -> dynamic)?
    override var onselectcancel: ((Event) -> dynamic)?
    override var onselectionchange: ((Event) -> dynamic)?
    override var onstalled: ((Event) -> dynamic)?
    override var onsubmit: ((Event) -> dynamic)?
    override var onsuspend: ((Event) -> dynamic)?
    override var ontoggle: ((Event) -> dynamic)?
    override var onvolumechange: ((Event) -> dynamic)?
}
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign {
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection {
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration
ScrollLogicalPosition get() = "start".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface!
* @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
*/
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean
        get() = definedExternally
        set(value) = definedExternally
}
RequestDestination.Companion.MANIFEST: RequestDestination get() =
"manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.MEDIA: RequestDestination get() =
"media".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.OBJECT: RequestDestination get() =
"object".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.REPORT: RequestDestination get() =
"report".asDynamic().unsafeCast<RequestDestination>(){/\n\npublic inline val
RequestDestination.Companion.SCRIPT: RequestDestination get() =
"script".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
"serviceworker".asDynamic().unsafeCast<RequestDestination>(){/\n\npublic inline val
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()

public inline val
RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()

public inline val
RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val
RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val
RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val
RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() =
"default".asDynamic().unsafeCast<RequestCache>()

public inline val
RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val
RequestCache.Companion.RELOAD: RequestCache get() =
"reload".asDynamic().unsafeCast<RequestCache>()

public inline val
RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val
RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val
RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()
"follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.DEFAULT: RequestRedirect get() = "default".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.OPAQUE: RequestRedirect get() = "opaque".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.OPAQUEREDIRECT: RequestRedirect get() = "opaqueredirect".asDynamic().unsafeCast<RequestRedirect>()

/*
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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrack) -> dynamic)?
    var onremovetrack: ((MediaStreamTrack) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}
```
definedExternally
set(value) = definedExternally
var sampleSize: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var echoCancellation: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var autoGainControl: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var noiseSuppression: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var latency: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var channelCount: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally
var groupId: Boolean? /* = true */
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true,
frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl:
deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var height: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var aspectRatio: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var frameRate: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var facingMode: Array<String>?
    get() = definedExternally
    set(value) = definedExternally
    var volume: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var sampleRate: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var sampleSize: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
    get() = definedExternally
    set(value) = definedExternally
    var latency: DoubleRange?
    get() = definedExternally
    set(value) = definedExternally
    var channelCount: ULongRange?
    get() = definedExternally
    set(value) = definedExternally
    var deviceId: String?
    get() = definedExternally
    set(value) = definedExternally
    var groupId: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackCapabilities(width: ULongRange? = undefined, height: ULongRange? = undefined, aspectRatio:
DoubleRange? = undefined, frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined, resizeMode:
Array<String>? = undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? = undefined, sampleSize:
ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined, autoGainControl: Array<Boolean>? = undefined,
noiseSuppression: Array<Boolean>? = undefined, latency: DoubleRange? = undefined, channelCount: ULongRange?
= undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
```

```
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin

```
get() = definedExternally
set(value) = definedExternally
var resizeMode: String?

get() = definedExternally
set(value) = definedExternally
var sampleRate: Int?

get() = definedExternally
set(value) = definedExternally
var sampleSize: Int?

get() = definedExternally
set(value) = definedExternally
var echoCancellation: Boolean?

get() = definedExternally
set(value) = definedExternally
var autoGainControl: Boolean?

get() = definedExternally
set(value) = definedExternally
var noiseSuppression: Boolean?

get() = definedExternally
set(value) = definedExternally
var latency: Double?

get() = definedExternally
set(value) = definedExternally
var deviceId: String?

get() = definedExternally
set(value) = definedExternally
var groupId: String?

get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceID"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 */
public external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}
InputDeviceInfo : MediaDeviceInfo {
  fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the
 * JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to
 * Kotlin's *\public external interface MediaStreamConstraints {\n * var video: dynamic /* = false */\n * get() =
 * definedExternally\n * set(value) = definedExternally\n * var audio: dynamic /* = false */\n * get() =
 * definedExternally\n * set(value) = definedExternally\n * }\n */
public external interface MediaStreamConstraints {
  var video: dynamic /* = false */
      get() = definedExternally
      set(value) = definedExternally
      var audio: dynamic /* = false */
          get() = definedExternally
          set(value) = definedExternally
}\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
  return MediaStreamConstraints(video = video, audio = audio)
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
  return MediaStreamConstraints(video = video, audio = audio)
}

ConstrainablePattern {\n  var onoverconstrained: ((Event) -> dynamic)?
      get() = definedExternally
      set(value) = definedExternally
  fun getCapabilities(): Capabilities
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints? = definedExternally): Promise<Unit>
}\n
@kotlin.internal.InlineOnly
  return ConstrainablePattern(exact = exact, ideal = ideal, max = max, min = min)
}

DoubleRange {\n  var min: Double?
      get() = definedExternally
      set(value) = definedExternally
  var max: Double?
      get() = definedExternally
      set(value) = definedExternally
}\n
public external interface ConstrainDoubleRange : DoubleRange {
  var exact: Double?
      get() = definedExternally
      set(value) = definedExternally
  var ideal: Double?
      get() = definedExternally
      set(value) = definedExternally
}\n
@kotlin.internal.InlineOnly
  return ConstrainDoubleRange(exact = exact, ideal = ideal, max = max, min = min)
}

ULongRange {\n  var min: Int?
      get() = definedExternally
      set(value) = definedExternally
  var max: Int?
      get() = definedExternally
      set(value) = definedExternally
}\n
public external interface ConstrainULongRange : ULongRange {
  var exact: Int?
      get() = definedExternally
      set(value) = definedExternally
  var ideal: Int?
      get() = definedExternally
      set(value) = definedExternally
}\n
@kotlin.internal.InlineOnly
  return ConstrainULongRange(exact = exact, ideal = ideal, max = max, min = min)
}

ConstrainBooleanParameters {\n  var exact: Boolean?
      get() = definedExternally
      set(value) = definedExternally
  var ideal: Boolean?
      get() = definedExternally
      set(value) = definedExternally
}\n
public external interface ConstrainBooleanParameters {
  var exact: Boolean?
      get() = definedExternally
      set(value) = definedExternally
  var ideal: Boolean?
      get() = definedExternally
      set(value) = definedExternally
}\n
@kotlin.internal.InlineOnly
  return ConstrainBooleanParameters(exact = exact, ideal = ideal)
}

ConstrainDOMStringParameters {\n  var exact: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var ideal: dynamic
      get() = definedExternally
      set(value) = definedExternally
}\n
public external interface ConstrainDOMStringParameters {
  var exact: dynamic
      get() = definedExternally
      set(value) = definedExternally
  var ideal: dynamic
      get() = definedExternally
      set(value) = definedExternally
}\n
@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
  return ConstrainDOMStringParameters(exact = exact, ideal = ideal)
}
ConstraintSet {\n   val o = js("({})")\n   return o\n}\n
public external interface Constraints : ConstraintSet {\n   var advanced: Array<ConstraintSet>? = undefined\n   get() = definedExternally\n   set(value) = definedExternally\n}\n
public external interface MediaStreamTrackState {\n   companion object\n}
0 */

```kotlin
get() = definedExternally
set(value) = definedExternally
var pointerType: String? /* = \"\" */

get() = definedExternally
set(value) = definedExternally
var isPrimary: Boolean? /* = false */

get() = definedExternally
set(value) = definedExternally
var pointerId: Int? = 0

width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f,
tangentialPressure: Float? = 0f, tiltX: Int? = 0, tiltY: Int? = 0, pointerType: String? = \"\", isPrimary: Boolean? = false, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0,

PointerEventInit{
    o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val isPrimary: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

---
/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    fun newSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)
    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

/**
 * Exposes the JavaScript [SVGNameList](https://developer.mozilla.org/en/docs/Web/API/SVGNameList) to Kotlin
 */
public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public extern abstract class SVGAnimatedAngle {
external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

[SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin

external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? =
    asDynamic()[(index)@kotlin.internal.InlineOnly]public inline operator fun SVGStringList.set(index: Int,
    newItem: String) { asDynamic()[(index)] = newItem }

/**
 * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript [SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox : SVGGraphicsElement, SVGFSVTStrg, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun...
short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin
 */
public external abstract class SVGSVGElement : SVGElement, SVGDocument, SVGElementTree {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement)
to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement)
to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform)
to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
}
fun setRotate(angle: Float, cx: Float, cy: Float)
fun setSkewX(angle: Float)
fun setSkewY(angle: Float)
companion object {
    val SVG_TRANSFORM_UNKNOWN: Short
    val SVG_TRANSFORM_MATRIX: Short
    val SVG_TRANSFORM_SCALE: Short
    val SVG_TRANSFORM_TRANSLATE: Short
    val SVG_TRANSFORM_ROTATE: Short
    val SVG_TRANSFORM_SKEWX: Short
    val SVG_TRANSFORM_SKEWY: Short
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 * @public external abstract class SVGTransformList {
 *     open val length: Int
 *     open val numberOfItems: Int
 *     fun clear()
 *     fun initialize(newItem: SVGTransform): SVGTransform
 *     fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
 *     fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
 *     fun removeItem(index: Int): SVGTransform
 *     fun appendItem(newItem: SVGTransform): SVGTransform
 *     fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
 *     fun consolidate(): SVGTransform?
 *     fun getItem(index: Int): SVGTransform
 * }
 *
 * @kotlin.internal.InlineOnly
 * @public inline operator fun SVGTransformList.get(index: Int): SVGTransform?
 * = asDynamic()[index]
 *
 * @kotlin.internal.InlineOnly
 * @public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform)
 * { asDynamic()[index] = newItem }
 *
 * @public external abstract class SVGAnimatedTransformList {
 *     open val baseVal: SVGTransformList
 *     open val animVal: SVGTransformList
 * }
 *
 * @public external abstract class SVGPreserveAspectRatio {
 *     open var align: Short
 *     open var meetOrSlice: Short
 *     companion object {
 *         val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
 *         val SVG_PRESERVEASPECTRATIO_NONE: Short
 *         val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
 *         val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
 *         val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
 *         val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
 *         val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
 *         val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
 *         val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
 *         val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
 *         val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
 *         val SVG_MEETORSLICE_UNKNOWN: Short
 *         val SVG_MEETORSLICE_MEET: Short
 *         val SVG_MEETORSLICE_SLICE: Short
 *     }
 *
 * @public external abstract class SVGAnimatedPreserveAspectRatio {
 *     open val baseVal: SVGPreserveAspectRatio
 *     open val animVal: SVGPreserveAspectRatio
 * }
 *
 * @public external abstract class SVGPathElement : SVGGeometryElement {
 *     companion object {
 *         val ELEMENT_NODE: Short
 *         val ATTRIBUTE_NODE: Short
 *         val TEXT_NODE: Short
 *         val CDATA_SECTION_NODE: Short
 *         val ENTITY_REFERENCE_NODE: Short
 *         val ENTITY_NODE: Short
 *         val PROCESSING_INSTRUCTION_NODE: Short
 *         val COMMENT_NODE: Short
 *         val DOCUMENT_NODE: Short
 *         val DOCUMENT_TYPE_NODE: Short
 *         val DOCUMENT_FRAGMENT_NODE: Short
 *         val NOTATION_NODE: Short
 *         val DOCUMENT_POSITION_DISCONNECTED: Short
 *         val DOCUMENT_POSITION_PRECEDING: Short
 *         val DOCUMENT_POSITION_FOLLOWING: Short
 *         val DOCUMENT_POSITION_CONTAINS: Short
 *         val DOCUMENT_POSITION_CONTAINED_BY: Short
 *         val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *     }
 *
 * @public external abstract class SVGRectElement {
 *     companion object {
 *         val ELEMENT_NODE: Short
 *         val ATTRIBUTE_NODE: Short
 *         val TEXT_NODE: Short
 *         val CDATA_SECTION_NODE: Short
 *         val ENTITY_REFERENCE_NODE: Short
 *         val ENTITY_NODE: Short
 *         val PROCESSING_INSTRUCTION_NODE: Short
 *         val COMMENT_NODE: Short
 *         val DOCUMENT_NODE: Short
 *         val DOCUMENT_TYPE_NODE: Short
 *         val DOCUMENT_FRAGMENT_NODE: Short
 *         val NOTATION_NODE: Short
 *         val DOCUMENT_POSITION_DISCONNECTED: Short
 *         val DOCUMENT_POSITION_PRECEDING: Short
 *         val DOCUMENT_POSITION_FOLLOWING: Short
 *         val DOCUMENT_POSITION_CONTAINS: Short
 *         val DOCUMENT_POSITION_CONTAINED_BY: Short
 *         val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *     }
 */
external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
getExtentOfChar(charnum: Int): DOMRect
fun getRotationOfChar(charnum: Int): Float
fun getCharNumAtPosition(point: DOMPoint): Int
fun selectSubString(charnum: Int, nchars: Int)

companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/
* Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
*/
public abstract class SVGTextPositioningElement : SVGTextContentElement {
open val x: SVGAnimatedLengthList
open val y: SVGAnimatedLengthList
open val dx: SVGAnimatedLengthList
open val dy: SVGAnimatedLengthList
open val rotate: SVGAnimatedNumberList

companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

*/
* Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
*/
public abstract class SVGTextElement : SVGTextPositioningElement {

companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*/
* Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
*/
public abstract class SVGTSpanElement : SVGTextPositioningElement {

companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*/
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType:
    SVGAnimatedEnumeration
    open val orientAngle: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val SVGSolidcolorElement: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
dynamic\n var onloadstart: ((ProgressEvent) -> dynamic)?\n var onprogress: ((ProgressEvent) -> dynamic)?\n var onload: ((Event) -> dynamic)?\n var onabort: ((Event) -> dynamic)?\n var onerror: ((Event) -> dynamic)?\n var onreadystatechange: ((Event) -> dynamic)?\n fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n fun readAsText(blob: Blob, label: String = definedExternally): String\n fun readAsBinaryString(blob: Blob): String\n fun readAsDataURL(blob: Blob): String\n
fun abort() \n
companion object {\n        val EMPTY: Short\n        val LOADING: Short\n        val DONE: Short\n}

/**\n * Exposes the JavaScript\n * [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external \nopen class FileReaderSync {\n    fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n    fun readAsText(blob: Blob, label: String = definedExternally): String\n    fun readAsDataURL(blob: Blob): String\n}

/**\n * Exposes the JavaScript\n * [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open \nclass Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget \nvar onclick: ((MouseEvent) -> dynamic)? \nvar onerror: ((Event) -> dynamic)? \nopen val title: String \nopen val dir: NotificationDirection \nopen val lang: String \nopen val body: String \nopen val tag: String \nopen val image: String \nopen val icon: String \nopen val badge: String \nopen val sound: String \nopen val vibrate: dynamic \nopen val timestamp: Number \nopen val renotify: Boolean \nopen val silent: Boolean \nopen val noscreen: Boolean \nopen val requireInteraction: Boolean \nopen val sticky: Boolean \nopen val data: Any? \nopen val actions: Array<out NotificationAction> \nfun close() \n
companion object {\n        val permission: NotificationPermission \n        val maxActions: Int \n        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission> \n}

    val o = js("({})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["timestamp"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}
org.w3c.dom.svg.*\nimport org.w3c.dom.url.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.notifications.*\nimport org.w3c.performance.*\nimport org.w3c.xhr.*\n
/**
 * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var scriptURL: String?
    open var state: ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Boolean
    fun getRegistrations(): Array<ServiceWorkerRegistration>
    fun startMessages(): Unit
}

/**
 * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing: ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open var onupdatefound: ((Event) -> dynamic)?
    open val APISpace: dynamic
    fun update(): Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
    fun methodName(): Promise<dynamic>
}

/**
 * Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller: ServiceWorker?
    open var oncontrollerchange: ((Event) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<ServiceWorkerRegistration>
    fun startMessages(): Unit
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String
    open val source: UnionMessagePortOrServiceWorker?
    open val ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ServiceWorkerMessageEventInit : EventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
    var data: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var origin: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var source: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open var Clients: Array<Client>?
        get() = definedExternally
        set(value) = definedExternally
    open var onregistration: ((RegistrationOptions) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun sendMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Boolean
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Boolean
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
    fun methodName(): Promise<dynamic>
}

@kotlin.internal.InlineOnly
public inline fun ServiceWorkerGlobalScope(message: Any? = undefined, transfer: Array<dynamic> = undefined): ServiceWorkerGlobalScope {
    val o = js("({})")
    o["message"] = message
    o["transfer"] = transfer
    return o
}
var onactivate: ((Event) -> dynamic)?
open var onfetch: ((FetchEvent) -> dynamic)?
open var onforeignfetch: ((Event) -> dynamic)?
on open var onmessage: ((MessageEvent) -> dynamic)?
on open var onnotificationclick: ((NotificationEvent) -> dynamic)?
on open var onnotificationclose: ((NotificationEvent) ->
dynamic)?
on open var onfunctionalevent: ((Event) -> dynamic)?
fun skipWaiting():
    Promise<Unit>()
}

/**
 * Exposes the JavaScript
[Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin *
*/
public external abstract class Client:
    UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
[WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to
Kotlin *
*/
public external abstract class WindowClient: Client {
    open val visibilityState: dynamic
    open val focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String):
}

/**
 * Exposes the JavaScript
[Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin *
*/
public external abstract class Clients {
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions =
        definedExternally): Promise<Array<Client>>
    fun openWindow(url: String):
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW):
    ClientQueryOptions

/**
 * Exposes the JavaScript
[ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin *
*/
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit =
    definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
public inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
    false): ExtendableEventInit

/**
 * Exposes the JavaScript
[InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin *
*/
public external open class InstallEvent(type: String, eventInitDict: InstallEventInit =
    definedExternally) : InstallEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

import org.khronos.webgl.
import org.w3c.css.masking.
import org.w3c.dom.
import org.w3c.dom.clipboard.
import org.w3c.dom.css.
import org.w3c.dom.events.
import org.w3c.dom.mediacapture.
import org.w3c.dom.svg.
import org.w3c.dom.url.
import org.w3c.fetch.
import org.w3c.files.
import org.w3c.notifications.
import org.w3c.performance.
import org.w3c.workers.

/**
 * Exposes the JavaScript
 * XMLHttpRequestEventTarget
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: (ProgressEvent) -> dynamic?
    open var onprogress: (ProgressEvent) -> dynamic?
    open var onabort: (Event) -> dynamic?
    open var onerror: (Event) -> dynamic?
    open var onload: (Event) -> dynamic?
    open var ontimeout: (Event) -> dynamic?
    open var onloadend: (Event) -> dynamic?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript
 * XMLHttpRequest
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: (Event) -> dynamic?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 * FormData
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript
 * ProgressEvent
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = 
"".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = 
"".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseResponseType {
    companion object
}

public inline val XMLHttpRequestResponseResponseType.Companion.EMPTY: XMLHttpRequestResponseResponseType get() = 
"".asDynamic().unsafeCast<XMLHttpRequestResponseResponseType>()

public inline val XMLHttpRequestResponseResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseResponseType get() = 
"".asDynamic().unsafeCast<XMLHttpRequestResponseResponseType>()

Open Source Used In DNAC Platform Guardian 9557
"arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

/*
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 * and Kotlin Programming Language contributors.
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 * that can be found in the license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated
 * annotation class is a marker of an experimental API.
 * *
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by
 * using [UseExperimental],
 * or by being annotated with that marker themselves, effectively causing further
 * propagation of that experimental aspect.
 * *
 * This class is deprecated in favor of a more general approach
 * provided by [RequiresOptIn]/[OptIn].
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use RequiresOptIn instead.")
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the
     * diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental
     * aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker
     * annotation.
     * *
     * public enum class Level {
     *     WARNING,
     *     ERROR,
     * }
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect
         * usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on
         * incorrect usages of this experimental API. */
        ERROR,
    }

    /**
     * Allows to use experimental API
     * denoted by the given markers in the annotated file, declaration, or expression.
     */
    @Target(
        CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
        PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
        TYPEALIAS
    )
    @Retention(SOURCE)
    @SinceKotlin("1.2")
    @RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
    @Deprecated("Please use OptIn instead.", ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn"))
    public annotation class UseExperimental(
        vararg val markerClass: KClass<out Annotation>
    )

    @Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
        PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
        TYPEALIAS
    )
    @Retention(BINARY)
    @Suppress("DEPRECATION")
    @RequiresOptIn(level = RequiresOptIn.Level.ERROR)
    @Target("class")
    internal annotation class WasExperimental(
        vararg val markerClass:
    )
@MustBeDocumented
@ExperimentalStdlibApi
@SinceKotlin("1.3")  // TODO: Remove experimental status from itself and advance SinceKotlin to 1.4
public annotation class ExperimentalStdlibApi

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.
 * When this annotation is placed on a generic function parameter of a function, it enables to infer the type arguments of that generic function from the lambda body passed to that parameter.
 * The calls that affect inference are either members of the receiver type or extensions for that type.
 * The extensions must be themselves annotated with `@BuilderInference`.
 * Example: we declare:
 * ```kotlin
 * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>
 * ```
 * and use it like:
 * ```kotlin
 * val result = sequence {
 * yield("result")
 * }
 * ```
 * Here the type argument of the resulting sequence is inferred to `String` from the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [sequence].
 * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.
 */
@Target(VALUE_PARAMETER, FUNCTION, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference
public annotation class BuilderInference

/*
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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 */
@Suppress("DEPRECATION")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.
 * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as "optional".
 * Optional expected class is allowed to have no corresponding actual class on the platform.
 * Optional annotations can only be used on `@Target` annotation where it's used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
 */
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation

/*
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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated
 */
annotation class is a marker of an API that requires an explicit opt-in.
Call sites of any declaration annotated with that marker should opt in to the API either by using [OptIn], or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.
This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`
 @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.

The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)'", where 'Marker' is the opt-in requirement marker.
The property level specifies how usages of API without an explicit opt-in are reported in code.

val message: String = "",
    val level: Level = Level.ERROR
) {
    /**
     * Severity of the diagnostic that should be reported on usages which did not explicitly opted into * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect usages of this API. */
        WARNING,

        /** Specifies that an error should be reported on incorrect usages of this API. */
        ERROR,
    }
}

/**
 * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 */
@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE
)
@Retention(SOURCE)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>
)

Map.Entry<*, *> return false
                return e.key == other.key && e.value == other.value
            }
        }
    }
}

/*
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 */
package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [Set] interface.
 * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.
 * @param E the type of elements contained in the set. The set is covariant on its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected constructor() :
    AbstractCollection<E>(), Set<E> {

    /**
     * Compares this set with other set instance with the unordered structural equality.
     * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
     * @return false otherwise.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>): Int {
            var hashCode = 0
            for (element in c) {
                hashCode += (element?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {
            if (c.size != other.size) return false
            return c.containsAll(other)
        }
    }

}
newElements

@kotlin.internal.InlineOnly
private inline fun internalGet(internalIndex: Int): E {
@Suppress("UNCHECKED_CAST")
return elementData[internalIndex] as E
}

private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index

private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index

@kotlin.internal.InlineOnly
private inline fun internalIndex(index: Int): Int = Int = if (index == 0) elementData.lastIndex else index - 1

override fun isEmpty(): Boolean {
    return size == 0
}

/**
* Returns the first element, or throws [NoSuchElementException] if this deque is empty.
* 
* An public fun first(): E = if (is_empty()) throw NoSuchElementException("ArrayDeque is empty.")
* 
* else internalGet(head)
* 
* Returns the first element, or `null` if this deque is empty.
* An public fun firstOrNull(): E? = if (is_empty()) null else internalGet(head)
* 
* Returns the last element, or `null` if this deque is empty.
* An public fun last(): E = if (is_empty()) throw NoSuchElementException("ArrayDeque is empty.")
* 
* else internalGet(lastIndex)
* 
* Returns the last element, or throws [NoSuchElementException] if this deque is empty.
* 
* An public fun lastOrNull(): E? = if (is_empty()) null else internalGet(lastIndex)
* 
* Prepends the specified [element] to this deque.
* An public fun addFirst(element: E) {
* 
* If (index == size + 1) elementData[head] = element
* 
* Increases the specified [element] to this deque.
* An public fun addLast(element: E) {
* 
* EnsureCapacity(size + 1)
* 
* EnsureCapacity(size + 1)
* 
* Returns the last element, or throws [NoSuchElementException] if this deque is empty.
* 
* An public fun removeFirst(): E {
* 
* If (is_empty()) throw NoSuchElementException("ArrayDeque is empty.")
* 
* else removeFirst()
* 
* Returns the first element, or throws [NoSuchElementException] if this deque is empty.
* 
* An public fun removeLast(): E {
* 
* If (is_empty()) throw NoSuchElementException("ArrayDeque is empty.")
* 
* else removeLast()
* 
* Returns the last element, or throws [NoSuchElementException] if this deque is empty.
* 
* An public fun removeFirstOrNull(): E? = if (is_empty()) null else removeFirst()
* 
* Returns the first element, or `null` if this deque is empty.
* 
* An public fun removeLastOrNull(): E? = if (is_empty()) null else removeLast()
* 
* Decrement elementData[head] = head = decremented(head)
* 
* Incremented elementData[head] = head = incremented(head)
* 
* Decrement elementData[head] = head = decremented(head)
* 
* Incremented elementData[head] = head = incremented(head)
* 
* NegativeMod(index: Int) = if (index < 0) index + elementData.size else index
* 
* PositiveMod(index: Int) = if (index >= elementData.size) index - elementData.size else index
* 
* Decremented(index: Int) = if (index == 0) elementData.lastIndex else index - 1
* 
* Incremented(index: Int) = if (index == elementData.lastIndex) 0 else index + 1

    override fun add(index: Int, element: E) {
        ensureCapacity(size + 1)

        val internalIndex = internalIndex(index)

        if (index < (size + 1) shr 1) {
            // closer to the first element -> shift preceding
            // 
            // Elements in circular array lay in 2 ways:
            // 
            // 1. `head` is less than `tail`: [#, #, e1, e2, e3, #] in 2. `head` is greater than `tail`: [e3, #, #, #, e1, e2] // where head is the index of the first element in the circular array, // and tail is the index following the last element // At this point the insertion index is not equal to head or tail. // Also the circular array can store at least one more element. 

        } else if (index == size) {
            addLast(element)
            return
        }

        ensureCapacity(size + 1)

        val internalIndex = internalIndex(index)

        if (index == size) {
            addLast(element)
            return true
        }

        if (index >= size) {
            addLast(element)
            return
        } else if (index == 0) {
            addFirst(element)
            return
        }

        ensureCapacity(size + 1)

        // Elements in circular array lay in 2 ways:
        // 1. `head` is less than `tail`: [#, #, e1, e2, e3, #] in 2. `head` is greater than `tail`: [e3, #, #, #, e1, e2] // where head is the index of the first element in the circular array, // and tail is the index following the last element // At this point the insertion index is not equal to head or tail. // Also the circular array can store at least one more element. 

        // Depending on where the given element must be inserted the preceding or the succeeding elements will be shifted to make room for the element to be inserted. 

        // In case the preceding elements are shifted:
        // * if the insertion index is greater than the head (regardless of circular array form) shift the preceding elements otherwise, the circular array has 2 form and the insertion index is less than tail shift all elements in the back of the array in the front of the array In case the succeeding elements are shifted: * if the insertion index is less than the tail (regardless of circular array form) shift the succeeding elements otherwise, the circular array has 2 form and the insertion index is greater than head shift all elements in the front of the array shift succeeding elements in the back of the array val internalIndex = internalIndex(index)

        if (index < (size + 1) shr 1) {

}
elements
  val decrementedInternalIndex = decremented(internalIndex)
  val decrementedHead = decremented(head)
  if (decrementedInternalIndex >= head) {
    elementData[decrementedHead] = elementData[head] // head can be zero
  }
  else {
    elementData.copyInto(elementData, head, head + 1,
      decrementedInternalIndex + 1)
  }

  // head >= tail
  elementData.copyInto(elementData, head + 1, head, elementData.size)

  // can't be zero
  elementData[elementData.size - 1] = elementData[0]

  elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)

  elementData[decrementedInternalIndex] = element
  head = decrementedHead

  if (internalIndex < tail) {
    elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)
  }

  else {
    elementData.copyInto(elementData, 1, 0, tail)
    elementData[0] = elementData[elementData.size - 1]
    elementData.copyInto(elementData, internalIndex, internalIndex + 1, internalIndex, elementData.size - 1)
  }

  } else {
    // head < tail
    elementData.copyInto(elementData, 0, internalIndex)
    if (elementData.size >= internalIndex) {
      elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)
      elementData.copyInto(elementData, elementData.size - 1, 0, tail)
    }
    else { // head < tail, insertion leads to head >= tail
      elementData.copyInto(elementData, 0, head + shiftToFront, internalIndex)
    }
  }

  if (index < (size + 1) shr 1) {
    val tail = internalIndex(size)
    val internalIndex = internalIndex(index)
    val elementsSize = elements.size

    if (index < (size + 1) shr 1) {
      // closer to the first element -> shift preceding elements
      var shiftedHead = head - elementsSize
      if (internalIndex >= head) {
        elementData.copyInto(elementData, shiftedHead, head, internalIndex)
      }
    } else {
      // head < tail, insertion leads to head >= tail
      shiftedHead += elementData.size
      val elementsToShift = internalIndex - head
      val shiftToBack = elementData.size - shiftedHead

      if (shiftToBack >= elements.size) {
        elementData.copyInto(elementData, shiftedHead, head, internalIndex)
      }
    }

    return true
  }

  public override fun addAll(index: Int, elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    ensureCapacity(this.size + elements.size)

    if (index < size) {
      return addAll(elements)
    }

    ensureCapacity(this.size + elements.size)

    copyCollectionElements(internalIndex(size), elements)

    return true
  }

  public override fun addAll(elements: Collection<E>): Boolean {
    val index = index(size)
    val internalIndex = internalIndex(index)

    if (internalIndex == size) {
      return addAll(elements)
    } else if (index == size) {
      return false
    }

    var shiftedHead = head - elementsSize
    if (decrementedInternalIndex >= head) {
      elementData[decrementedHead] = elementData[head]  // head can be zero
    }

    decrementedHead = decremented(head)
    val decrementedInternalIndex = decremented(internalIndex)

    if (decrementedInternalIndex >= head) {
      // deeper than the last element -> shift succeeding elements
      val shiftedInternalIndex = internalIndex + elementsSize
      if (internalIndex < tail) {
        if (tail + elementsSize <= elementData.size) {
          elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)
        } else {
          val shiftToFront = tail + elementsSize - elementData.size
          elementData.copyInto(elementData, 0, shiftToFront, tail)
          elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)
        }
      } else {
        // head > tail
        elementData.copyInto(elementData, elementsSize, 0, tail)
        if (shiftedInternalIndex >= elementData.size) {
          elementData.copyInto(elementData, shiftedInternalIndex, elementData.size)
        } else {
          elementData.copyInto(elementData, 0, elementData.size - elementsSize, elementData.size)
        }
      }
    }
elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, elementData.size - elementsSize)

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negativeMod(newTail - head)

return modified

val tail = internalIndex(size)

if (head < tail) {
    elementData.fill(null, head, tail)
} else if (isNotEmpty()) {
    elementData.fill(null, head, elementData.size)
    elementData.fill(null, 0, tail)
}

val head = 0
val size = 0 // For testing only

internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {
    val tail = internalIndex(size)

    if (isNotEmpty()) {
        elementData.copyInto(elements, startIndex = head, endIndex = tail)
    } else {
        elementData.copyInto(elements, startIndex = head)
    }

    head = 0
    size = 0
}

public override fun clear() {
    val tail = internalIndex(size)

    if (head < tail) {
        elementData.fill(null, head, tail)
    } else if (isNotEmpty()) {
        elementData.fill(null, head, elementData.size)
        elementData.fill(null, 0, tail)
    }
    head = 0
    size = 0
}

internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {
    val tail = internalIndex(size)

    if (isEmpty()) {
        structure(head, emptyArray())
        return
    }

    val elements = arrayOfNulls<Any?>(size)
    if (head < tail) {
        elementData.copyInto(elements, startIndex = head, endIndex = tail)
        structure(head, elements)
    } else {
        elementData.copyInto(elements, startIndex = head)
        elementData.copyInto(elements, elementData.size - head, startIndex = 0, endIndex = tail)
        structure(head - elementData.size, elements)
    }
}

ArraysKt

package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty
 * or the result of calling `defaultValue` function if the array is empty.
 *
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue()
    else
        this

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>.contentDeepEqualsImpl(other: Array<out T>): Boolean {
    if (this === other) return true
    if (this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        }

        when {
            v1 is Array<*>     && v2 is Array<*>     -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray    && v2 is ByteArray    -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray   && v2 is ShortArray   -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray     && v2 is IntArray     -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray    && v2 is LongArray    -> if (!v1.contentEquals(v2)) return false
            v1 is FloatArray   && v2 is FloatArray   -> if (!v1.contentEquals(v2)) return false
            v1 is DoubleArray  && v2 is DoubleArray  -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray    && v2 is CharArray    -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false

            v1 is UByteArray   && v2 is UByteArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray    && v2 is UIntArray    -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray  && v2 is UShortArray  -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray   && v2 is ULongArray   -> if (!v1.contentEquals(v2)) return false
        }
    }
    return true
}
val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
return buildString(length) {
    result.append("[...")
}

private fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {
    if (this in processed) {
        result.append("[...")
        return
    }
    processed.add(this)
    result.append('[')
    for (i in indices) {
        if (i != 0) {
            result.append(', '
        }
        val element = this[i]
        when (element) {
            null            -> result.append("null")
            is Array<*>     -> result.append(element.contentDeepToStringInternal(result, processed))
            is ByteArray    -> result.append(element.contentToString())
            is ShortArray   -> result.append(element.contentToString())
            is IntArray     -> result.append(element.contentToString())
            is LongArray    -> result.append(element.contentToString())
            is FloatArray   -> result.append(element.contentToString())
            is DoubleArray  -> result.append(element.contentToString())
            is CharArray    -> result.append(element.contentToString())
            is BooleanArray -> result.append(element.contentToString())
            is UByteArray   -> result.append(element.contentToString())
            is UShortArray  -> result.append(element.contentToString())
            is UIntArray    -> result.append(element.contentToString())
            is ULongArray   -> result.append(element.contentToString())
            else            -> result.append(element.toString())
        }
    }
    result.append(']')
    processed.removeAt(processed.lastIndex)
}

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 */

package kotlin.collections

/**
 * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.
 * @property value the underlying value.
 * @property index the index of the value in the collection or sequence.
 */
public data class IndexedValue<out T>(public val index: Int, public val value: T)

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 */

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
 * default (see [withDefault()]).
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * store the value associated with that name in the map.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("putVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, @Exact V>.putValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

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 */

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * store the value associated with that name in the map.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("putVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, @Exact V>.putValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

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 */

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("getVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)

/**
 * Stores the value of the property for the given object in this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and
 * store the value associated with that name in the map.
 * @throws
 * NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit
default (see [withDefault()]).
 */
@kotlin.jvm.JvmName("putVar")
@kotlin.internal.InlineOnly
public inline operator fun <V, V1 : V> MutableMap<in String, @Exact V>.putValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST")
    (getOrImplicitDefault(property.name) as V1)
MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided and a [NoSuchElementException] is thrown.
 * To create a map with implicit default value use [withDefault] method.
 * This implicit default value is used when the original map doesn't contain a value for the specified key and no implicit default was provided for that map.
 */
@PublishedApi
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)

    return getOrElseNullable(key, {
        throw NoSuchElementException("Key $key is missing in the map.")
    })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].
 * This implicit default value is used when the original map doesn't contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.
 * This map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].
 */
@PublishedApi
internal fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MutableMapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MutableMapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, (
        default(key)
    ) )

    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): V = map.putAll(from)
    override fun clear(): V = map.clear()
}

private class.MutableMapWithDefaultImpl<K, V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MutableMapWithDefaultImpl<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
        default(key)
    })

    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): V = map.putAll(from)
    override fun clear(): V = map.clear()
}
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of ‘remove’ that requires to pass an element of type ‘E’.
 * @return ‘true’ if the element has been successfully removed; ‘false’ if it was not present in the collection.
 */
public inline fun <T> MutableCollection<T>.remove(element: T): Boolean = @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection’s elements that are also contained in the specified collection.
 * Allows to overcome type-safety restriction of ‘removeAll’ that requires to pass a collection of type ‘Collection<E>’.
 * @return ‘true’ if any of the specified elements was removed from the collection, ‘false’ if the collection was not modified.
 */
public inline fun <T> MutableCollection<T>.removeAll(elements: Collection<T>): Boolean = @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * Allows to overcome type-safety restriction of ‘retainAll’ that requires to pass a collection of type ‘Collection<E>’.
 * @return ‘true’ if any element was removed from the collection, ‘false’ if the collection was not modified.
 */
public inline fun <T> MutableCollection<T>.retainAll(elements: Collection<T>): Boolean = @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Adds the specified [element] to this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given [elements] array to this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given [elements] sequence to this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified [element] from this mutable collection.
 * @return ‘true’ if the element has been successfully removed; ‘false’ if the element was not present in the collection.
 */
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given [elements] collection from this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Collection<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] array from this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] sequence from this mutable collection.
 */
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

public fun <T>MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    when (elements) {
        is Collection ->
            return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements) {
                if (add(item)) result = true
            }
            return result
        }
    }
}

public fun <T>MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

public fun <T>MutableCollection<in T>.addAll(elements: Array<T>): Boolean {
    return addAll(elements.asList())
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.
 */
public fun <T>MutableCollection<in T>.removeAll(elements: Collection<T>): Boolean {
    return removeAll(elements)
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.
 */
public fun <T>MutableCollection<in T>.removeAll(elements: Array<T>): Boolean {
    return removeAll(elements.asList())
}

/**
 * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.
 */
public fun <T>MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    return removeAll(elements.asList())
}
Iterable<T>): Boolean {
    return removeAll(elements.convertToSetForSetOperationWith(this))
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] sequence. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    return removeAll(elements.toHashSet())
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] collection. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    return removeAll(elements.toHashSet())
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] array. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<T>): Boolean {
    return removeAll(elements.toHashSet())
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] sequence. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] collection. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

/**
 * Removes all elements from this [MutableCollection] that are contained in the given [elements] array. *
 */
public fun <T> MutableCollection<in T>.removeAll(elements: Array<T>): Boolean {
    val set = elements.toHashSet()
    return set.isNotEmpty() && removeAll(set)
}

private fun <T> MutableCollection<*>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and
collection was not modified. *
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean {
    return removeAll(predicate, true)
}

/**
 * Retains only elements of this [MutableIterable] that match the
given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when all
elements were retained and collection was not modified. *
 */
public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean {
    return retainAll(predicate, true)
}

private fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Removes the first element from this
 * mutable list and returns that removed element, or throws 
* [NoSuchElementException] if this list is empty. *
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

/**
 * Removes the last element from this
 * mutable list and returns that removed element, or returns `null` if this list is empty. *
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

/**
 * Removes all elements from this [MutableList] that match the
 * given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and
collection was not modified. *
 */
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean {
    return removeAll(predicate, true)
}

/**
 * Retains only elements of this [MutableList] that match the
given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when all
elements were retained and collection was not modified. *
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean {
    return retainAll(predicate, true)
}

private fun <T> MutableList<*>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified
 * [random] instance as the source of randomness. *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }
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```kotlin
private fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)
```

**MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean) -> Boolean**

```kotlin
private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean) {
    if (this !is RandomAccess)
        return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}
```

**Randomly shuffles elements in this mutable list using the specified [Random] instance as the source of randomness.**

```kotlin
private fun List<*>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

**CollectionsKt**

```kotlin
import kotlin.collections.

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))
    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) {
        delegate.add(reversePositionIndex(index), element)
    }
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")
```

**SequencesKt**

```kotlin
import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.buildSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}
```

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/**
 * Builds an [Iterator] lazily yielding values one by one.
 * @sample samples.collections.Sequences.Building.buildIterator
 * @sample samples.collections.Iterables.buildIterator
 * @sample Guardian
 */
public fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    val iterator = SequenceBuilderIterator<T>()
    iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)
    return iterator
}

@SinceKotlin("1.3")
@Deprecated("Use 'iterator { }' function instead.",
ReplaceWith("iterator(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(builderAction)

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see sequence
 * @see iterator
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the ‘iterator’ to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     */
    public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())
}

@Deprecated("Use SequenceScope class instead.",
ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    }
                else {
                    nextIterator = null
                    state = State.Done
                    return false
                }
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady -> { } // State.Done -> return null
            else -> throw exceptionalState()
        }
        return nextIterator!!.next().value
    }

    override fun remove() { throw UnsupportedOperationException() }

    override fun reset() { throw UnsupportedOperationException() }

    override fun __closure_invoke_tracing_call_closure(): T {
        throw UnsupportedOperationException()
    }

    private fun exceptionalState(): Throwable = when (state) {
        State.Done -> throw NoSuchElementException("")
        else -> throw exceptionalState()
    }

    override fun resume(value: T) { throw UnsupportedOperationException() }
}

@Suppress("UNCHECKED_CAST")
val result = yieldAll(values)
return result

iterator: $state\) override suspend fun yield(value: T) { \n    nextState = State_Ready
    return suspendCoroutineUninterceptedOrReturn { c -> \n        nextStep = c
        COROUTINE_SUSPENDED \n    } \n} \noverride suspend fun yieldAll(iterator: Iterator<T>) { \n    if (!iterator.hasNext()) nextState = State_ManyReady
    return suspendCoroutineUninterceptedOrReturn { c -> \n        nextStep = c
        COROUTINE_SUSPENDED \n    } \n}

    override suspend fun yield(value: T) {
        nextState = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        if (!iterator.hasNext()) return
        nextState = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) { \n        result.getOrThrow() // just rethrow exception if it is there\n        nextState = State_Done \n    }

    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

/*
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 * Kotlin Programming Language contributors.
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 * can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

internal fun checkWindowSizeStep(size: Int, step: Int) {
    require(size > 0 && step > 0) {
        if (size != step)
            "Both size $size and step $step must be greater than zero."
        else
            "size $size must be greater than zero."
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

    checkWindowSizeStep(size, step)
    return Sequence {
        windowedIterator(iterator(), size, step, partialWindows, reuseBuffer)
    }
}

internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {
    private var fromIndex: Int = 0
    private var _size: Int = 0

    fun move(fromIndex: Int, toIndex: Int) {
        checkRangeIndexes(fromIndex, toIndex, list.size)
        this.fromIndex = fromIndex
        this._size = toIndex - fromIndex
    }

    override fun get(index: Int): E {
        checkElementIndex(index, _size)
        return list[fromIndex + index]
    }

    override val size: Int get() = _size
}

/**
 * Provides ring buffer
 * implementation.
 *
 * Buffer overflow is not allowed so add doesn't overwrite tail but raises an exception.
 */
private class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {
    init {
        require(filledSize >= 0) { "ring buffer filled size should not be negative but it is $filledSize" }
        require(filledSize <= buffer.size) { "ring buffer filled size: $filledSize cannot be larger than the buffer size: ${buffer.size}" }
    }

    constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)

    private val capacity = buffer.size
    private var startIndex: Int = 0

    override var size: Int = filledSize
        private set

    override fun get(index: Int): T {
        checkElementIndex(index, size)
        @Suppress("UNCHECKED_CAST")
        return buffer[startIndex.forward(index)] as T
    }

    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
        private var count = size
        private var index = startIndex

        override fun computeNext() {
            if (count == 0) {
                done()
            } else {\n                @Suppress("UNCHECKED_CAST")
                setNext(buffer[index] as T)
            }
        }
    }

    @Suppress("UNCHECKED_CAST")
    override fun <T> toArray(array: Array<T>): Array<T> {
        val result: Array<T?> = if (array.size < size) array.copyOf(size) else array as Array<T?>

        var width = 0
        var idx = 0

        while (width < size && & idx < capacity) {
            @Suppress("UNCHECKED_CAST")
            result[width] = buffer[startIndex + idx]
            width++
            idx++
        }

        return result
    }

    override fun addFirst(element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun addLast(element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun removeFirst(): T {
        throw UnsupportedOperationException("Remove operation is not supported")
    }

    override fun removeLast(): T {
        throw UnsupportedOperationException("Remove operation is not supported")
    }

    override fun size(): Int {
        throw UnsupportedOperationException("Size operation is not supported")
    }

    override fun contains(element: T): Boolean {
        throw UnsupportedOperationException("Contains operation is not supported")
    }

    override fun indexOf(element: T): Int {
        throw UnsupportedOperationException("IndexOf operation is not supported")
    }

    override fun lastIndexOf(element: T): Int {
        throw UnsupportedOperationException("LastIndexOf operation is not supported")
    }

    override fun get(index: Int): T {
        checkElementIndex(index, size)
        return buffer[startIndex + index]
    }

    override fun set(index: Int, element: T) {
        throw UnsupportedOperationException("Set operation is not supported")
    }

    override fun add(index: Int, element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun removeAt(index: Int): T {
        throw UnsupportedOperationException("RemoveAt operation is not supported")
    }

    override fun iteratorFrom(index: Int): Iterator<T> {
        throw UnsupportedOperationException("IteratorFrom operation is not supported")
    }

    override fun iteratorTo(index: Int): Iterator<T> {
        throw UnsupportedOperationException("IteratorTo operation is not supported")
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<T> {
        throw UnsupportedOperationException("SubList operation is not supported")
    }

    override fun equals(other: Any?): Boolean {
        throw UnsupportedOperationException("Equals operation is not supported")
    }

    override fun hashCode(): Int {
        throw UnsupportedOperationException("HashCode operation is not supported")
    }

    override fun toString(): String {
        throw UnsupportedOperationException("ToString operation is not supported")
    }
}

private class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {
    init {
        require(filledSize >= 0) { "ring buffer filled size should not be negative but it is $filledSize" }
        require(filledSize <= buffer.size) { "ring buffer filled size: $filledSize cannot be larger than the buffer size: ${buffer.size}" }
    }

    constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)

    private val capacity = buffer.size
    private var startIndex: Int = 0

    override var size: Int = filledSize
        private set

    override fun get(index: Int): T {
        checkElementIndex(index, size)
        @Suppress("UNCHECKED_CAST")
        return buffer[startIndex.forward(index)] as T
    }

    override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
        private var count = size
        private var index = startIndex

        override fun computeNext() {
            if (count == 0) {
                done()
            } else {
                @Suppress("UNCHECKED_CAST")
                setNext(buffer[index] as T)
                index = index.forward(1)
                count--
            }
        }
    }

    @Suppress("UNCHECKED_CAST")
    override fun <T> toArray(array: Array<T>): Array<T> {
        val result: Array<T?> = if (array.size < size) array.copyOf(size) else array as Array<T?>

        var width = 0
        var idx = 0

        while (width < size && & idx < capacity) {
            @Suppress("UNCHECKED_CAST")
            result[width] = buffer[startIndex + idx]
            width++
            idx++
        }

        return result
    }

    override fun addFirst(element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun addLast(element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun removeFirst(): T {
        throw UnsupportedOperationException("Remove operation is not supported")
    }

    override fun removeLast(): T {
        throw UnsupportedOperationException("Remove operation is not supported")
    }

    override fun size(): Int {
        throw UnsupportedOperationException("Size operation is not supported")
    }

    override fun contains(element: T): Boolean {
        throw UnsupportedOperationException("Contains operation is not supported")
    }

    override fun indexOf(element: T): Int {
        throw UnsupportedOperationException("IndexOf operation is not supported")
    }

    override fun lastIndexOf(element: T): Int {
        throw UnsupportedOperationException("LastIndexOf operation is not supported")
    }

    override fun get(index: Int): T {
        checkElementIndex(index, size)
        return buffer[startIndex + index]
    }

    override fun set(index: Int, element: T) {
        throw UnsupportedOperationException("Set operation is not supported")
    }

    override fun add(index: Int, element: T) {
        throw UnsupportedOperationException("Add operation is not supported")
    }

    override fun removeAt(index: Int): T {
        throw UnsupportedOperationException("RemoveAt operation is not supported")
    }

    override fun iteratorFrom(index: Int): Iterator<T> {
        throw UnsupportedOperationException("IteratorFrom operation is not supported")
    }

    override fun iteratorTo(index: Int): Iterator<T> {
        throw UnsupportedOperationException("IteratorTo operation is not supported")
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<T> {
        throw UnsupportedOperationException("SubList operation is not supported")
    }

    override fun equals(other: Any?): Boolean {
        throw UnsupportedOperationException("Equals operation is not supported")
    }

    override fun hashCode(): Int {
        throw UnsupportedOperationException("HashCode operation is not supported")
    }

    override fun toString(): String {
        throw UnsupportedOperationException("ToString operation is not supported")
    }
}
result[widx] = buffer[idx] as T
            widx++
            idx++
        }

        idx = 0
        while (widx < size) {
            result[widx] = buffer[idx] as T
            widx++
            idx++
        }
        if (result.size > this.size) result[result.size] = null
        return result as Array<T>
    }

    override fun toArray(): Array<Any?>
    { return toArray(arrayOfNulls(size))
    }

    /**
     * Creates a new ring buffer with the capacity equal to
     * the minimum of [maxCapacity] and 1.5 * [capacity].
     * The returned ring buffer contains the same elements as
     * this ring buffer.
     * fun expanded(maxCapacity: Int): RingBuffer<T>
     * return RingBuffer(buffer.copyOf(maxCapacity))
     */
    fun expanded(maxCapacity: Int): RingBuffer<T> {
        val newBuffer = if (startIndex == 0)
            buffer.copyOf(maxCapacity) else toArray(arrayOfNulls(maxCapacity))
        return RingBuffer(newBuffer, size)
    }

    /**
     * Add [element] to the buffer or fail with [IllegalStateException]
     * if no free space available in the buffer
     * fun add(element: T) {
     * if (isFull()) {
     * throw IllegalStateException("ring buffer is full")
     * }
     * buffer[startIndex.forward(size)] = element
     */
    fun add(element: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        }

        buffer[startIndex] = element
        size++
    }

    /**
     * Removes [n] first elements from the buffer or fails with
     * [IllegalArgumentException] if not enough elements in the buffer to
     * remove
     * fun removeFirst(n: Int) {
     * n shouldn't be negative but it is $n"
     * val start = startIndex
     * val end = startIndex.forward(size - n)
     * if (start > end) {
     * buffer.fill(null, start, end)
     * startIndex = end
     * size -= n
     * } else {
     * val array = buffer.sliceArray(start, end)
     * quickSort(array)
     * buffer.fill(null, start, end)
     * startIndex = end
     * size = size - n
     * if (n > 0) {
     * buffer.fill(null, 0, end)
     * } else {
     * buffer.fill(null, start, end)
     * }
     * return @Suppress("NOTHING_TO_INLINE")
     * override fun toIntArray(): IntArray = toIntArray(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharSequence(): CharSequence = toCharSequence(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharSequence(): CharSequence = toCharSequence(arrayOfNulls(size))
     */
    override fun toIntArray(): IntArray = toIntArray(arrayOfNulls(size))

    /**
     * Add [element] to the buffer or fail with [IllegalStateException]
     * if no free space available in the buffer
     * fun add(element: T) {
     * if (isFull()) {
     * throw IllegalStateException("ring buffer is full")
     * }
     * buffer[startIndex] = element
     * size++
     * }
    */
    fun add(element: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        }

        buffer[startIndex] = element
        size++
    }

    /**
     * Removes [n] first elements from the buffer or fails with
     * [IllegalArgumentException] if not enough elements in the buffer to
     * remove
     * fun removeFirst(n: Int) {
     * n shouldn't be negative but it is $n"
     * val start = startIndex
     * val end = startIndex.forward(size - n)
     * if (start > end) {
     * buffer.fill(null, start, end)
     * startIndex = end
     * size -= n
     * } else {
     * val array = buffer.sliceArray(start, end)
     * quickSort(array)
     * buffer.fill(null, start, end)
     * startIndex = end
     * size = size - n
     * if (n > 0) {
     * buffer.fill(null, 0, end)
     * } else {
     * buffer.fill(null, start, end)
     * }
     * return @Suppress("NOTHING_TO_INLINE")
     * override fun toIntArray(): IntArray = toIntArray(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharSequence(): CharSequence = toCharSequence(arrayOfNulls(size))
     * override fun toCharArray(): CharArray = toCharArray(arrayOfNulls(size))
     * override fun toByteArray(): ByteArray = toByteArray(arrayOfNulls(size))
     * override fun toCharSequence(): CharSequence = toCharSequence(arrayOfNulls(size))
     */
    override fun toIntArray(): IntArray = toIntArray(arrayOfNulls(size))
array[j] = tmp
        i++
        j--
    }
}
return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

Interfaces

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

// Interfaces

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature
 * when declaring contracts of user functions. Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)` or by
 * using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc., can be used to
describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the [contract] function.
 */
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the
 * details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     */
    // @sample
samples.contracts.callsInPlaceAtMostOnceContract
    @ContractsDsl AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */

samples.contracts.callsInPlaceAtLeastOnceContract
    @ContractsDsl AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */

samples.contracts.callsInPlaceExactlyOnceContract
    @ContractsDsl EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it's unknown how many times it can be called.
     */

samples.contracts.callsInPlaceUnknownContract
    @ContractsDsl UNKNOWN
}

/**
 * Specifies the contract of a function.
 *
 * The contract description must be at the beginning of a function and have at least one effect.
 * Only the top-level functions can have a contract for now.
 *
 * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.
 *
 */

@ContractsDsl
@ExperimentalContracts
@InlineOnly
@SinceKotlin("1.3")
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) {

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 *
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey]
 * respectively.
 *
 * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 */

@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {

    /**
     * The key that defines *the* context interceptor.
     */

    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when needed and the resulting continuations are cached internally per each instance of the original continuation.
     * This function may simply return original continuation if it does not want to intercept this particular continuation.
     * When the original continuation completes, coroutine framework invokes [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
     * the [continuation] had previously returned a different continuation instance.
     * public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T?><Any?):
     * Invoked for the continuation instance returned by [interceptContinuation] when the original continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] had returned a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     * @public fun releaseInterceptedContinuation(continuation: Continuation<*>):
     * do nothing by default
     * E?
     * // getPolymorphicKey specialized for ContinuationInterceptor key
     *
     */

    @OptIn(ExperimentalStdlibApi::class)
    if (key is AbstractCoroutineContextKey<*>) {  
    }
    @Suppress("UNCHECKED_CAST")
    return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null

    @Suppress("UNCHECKED_CAST")
    return if (ContinuationInterceptor == key) this as 
    E else null

    @public override fun minusKey(key: CoroutineContext.Key<*>) {
minusPolymorphicKey specialized for ContinuationInterceptor key

@OptIn(ExperimentalStdlibApi::class) fun if (key is AbstractCoroutineContextKey<*>) { return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }

open class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

open class AbstractCoroutineContextKey<*, *>() : CoroutineContext.Key

@Suppress("UNCHECKED_CAST") fun get(key: Key<*>) = getPolymorphicElement(key)

fun minusKey(key: Key<*>) = minusPolymorphicKey(key)

private var _key: Key<*>


override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)

fun override get(key: CoroutineContext.Key<*>) = getPolymorphicElement(key)

fun override minusKey(key: CoroutineContext.Key<*>) = minusPolymorphicKey(key)
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```kotlin
بيضلا base class of a polymorphic element in derived instance
* @param B base class of a polymorphic element
* @param E element type associated with the current key
* @param safeCast a function that can safely cast abstract [CoroutineContext.Element] to the concrete [E] type and return the element if it is a subtype of [E] or 'null' otherwise.

abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*>) baseKey.topmostKey else baseKey

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key
}

/**
 * Returns the current element is it is associated with the given [key] in a polymorphic manner or 'null' otherwise.
 * This method returns non-null value if either [Element.key] is equal to the given [key] or if the [key] is associated
 * with [Element.key] via [AbstractCoroutineContextKey].
 * See [AbstractCoroutineContextKey] for the example of usage.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <E : Element> Element.getPolymorphicElement(key: Key<E>): E? {
    if (key is AbstractCoroutineContextKey<*>) {
        @Suppress("UNCHECKED_CAST")
        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
    }
    @Suppress("UNCHECKED_CAST")
    return if (this.key === key) this as E else null
}

/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")
public object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial
    public override fun plus(context: CoroutineContext): CoroutineContext = context
    public override fun minusKey(key: Key<*>): CoroutineContext = this
    public override fun hashCode(): Int = 0
    public override fun toString(): String = "EmptyCoroutineContext"
}

//--------------------- internal impl ---------------------

internal class CombinedContext(
    private val left: CoroutineContext,
    private val element: Element
) : CoroutineContext, Serializable {

    override fun <E : Element> get(key: Key<E>): E? {
        var cur = this
        while (true) {
            cur.element[key]?.let { return it }
            val next = cur.left
            if (next is CombinedContext) {
                cur = next
            } else {
                return next[key]
            }
        }
    }

    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = operation(left.fold(initial, operation), element)

    public override fun minusKey(key: Key<*>): CoroutineContext {
        element[key]?.let { return left }
        val newLeft = left.minusKey(key)
        return when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    }

    override fun equals(other: Any?): Boolean = this === other || other is CombinedContext &&

    override fun hashCode(): Int = 0
```
other.containsAll(this)

override fun hashCode(): Int = left.hashCode() + element.hashCode()

    override fun toString(): String =
        "[" + fold(""") { acc, element -> elements[index++] = element } + "]"

    private fun writeReplace(): Any {
        val n = size()
        val elements =
        elements.fold(Unit) { _, element -> elements[index++]
            return@writeReplace Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) :
        Serializable {
            companion object {
                private const val serialVersionUID: Long = 0L
            }

            private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
        }

    }

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     */

    @file:kotlin.jvm.JvmName("IntrinsicsKt")

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends
 * currently running coroutine or returns result immediately without suspension.
 * * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will
 * * not return any result immediately. In this case, the [Continuation] provided to the [block] shall b
 * * en * resumed by invoking [Continuation.resumeWith] at some moment in the
 * * future when the result becomes available to resume the computation.
 * * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.
 * * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.
 * * As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,
 * * Its proper return type remains on the conscience of the suspend function's author.
 * * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the
 * * [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
 * * It is the invoker's responsibility to ensure that a proper invocation context is established.
 * * [Continuation.intercepted] can be used to acquire the intercepted continuation.
 * * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously
 * * in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current
 * * continuation instance.
 *
 * * @sinceKotlin("1.3")
 * * @publishedApi //
 * * This class is Published API via serialized representation of SafeContinuation, don't rename/move
 * * internal enum
class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }
*/

package kotlin.experimental

/** Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    this.toInt() and other.toInt().toByte()
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 */

package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 *
 * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by annotating that usage with the 
 * [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(AnotationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class ExperimentalTypeInference

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 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that
 * an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

*/

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 */

package kotlin

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

*/
referencing a `lateinit` property.

* The backing field of which is accessible at the point where the corresponding argument is passed.

* The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.

* The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.

If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.

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null


private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

this.value = newValue

if (!beforeChange(property, oldValue, newValue)) {
    return
}

this.value = newValue
afterChange(property, oldValue, newValue)
}

public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
    return value
}

public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
    val oldValue = this.value
    if (!beforeChange(property, oldValue, value)) {
        return
    }

    this.value = value
    afterChange(property, oldValue, value)
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called after a change to the property value has been made.
     *  The value of the property has already been changed when this callback is invoked.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called before a change to the property value is attempted.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called after a change to the property value has been made.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called before a change to the property value is attempted.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called after a change to the property value has been made.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called before a change to the property value is attempted.
     */
    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 */
public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    /**
     *  The callback which is called after a change to the property value has been made.
     */
    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        val oldValue = this.value
        if (!beforeChange(property, oldValue, value)) {
            return
        }

        this.value = value
        afterChange(property, oldValue, value)
    }
}
public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)
/**
 * Creates a byte array of the specified [size], filled with random bytes.
 * The default random number generator.
 * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
 * @sample samples.random.Randoms.defaultRandom
 */
private val defaultRandom: Random = defaultPlatformRandom()
override fun nextBytes(bitCount: Int): Int = defaultRandom.nextBytes(bitCount)
override fun nextInt(int: Int): Int = defaultRandom.nextInt(int)
override fun nextLong(long: Long): Long = defaultRandom.nextLong(long)
override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
override fun nextDouble(): Double = defaultRandom.nextDouble()
override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
override fun nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> defaultRandom.nextInt(range.first, range.last + 1)
    else -> defaultRandom.nextInt()
}
override fun nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> defaultRandom.nextLong(range.first, range.last + 1)
    else -> defaultRandom.nextLong()}
override fun nextFloat(): Float = defaultRandom.nextFloat()
override fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Creates a byte array of the specified [size], filled with random bytes.
 */
public open fun
nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)

/**
 * The default random number generator.
 * Companion object Default : Random()
 */
private val defaultRandom: Random = defaultPlatformRandom()
override fun nextBytes(bitCount: Int): Int = defaultRandom.nextBytes(bitCount)
override fun nextInt(int: Int): Int = defaultRandom.nextInt(int)
override fun nextLong(long: Long): Long = defaultRandom.nextLong(long)
override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
override fun nextDouble(): Double = defaultRandom.nextDouble()
override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
override fun nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Int.MAX_VALUE -> defaultRandom.nextInt(range.first, range.last + 1)
    else -> defaultRandom.nextInt()
}
override fun nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> defaultRandom.nextLong(range.first, range.last + 1)
    else -> defaultRandom.nextLong()}
override fun nextFloat(): Float = defaultRandom.nextFloat()
override fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Returns a repeatable random number generator seeded with the given [seed] 'Int' value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * Note: Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return
 * a sequence of values different from the current one for a given seed.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] 'Long' value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * Note: Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return
 * a sequence of values different from the current one for a given seed.
 * @sample samples.random.Randoms.seededRandom
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed.toUnsignedInt(), seed.shr(32).toUnsignedInt())

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()
number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Double, until: Double) =
    require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until)."

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 * found in the license/LICENSE.txt file.
 */

package kotlin.random

/**
 * Gets the next random [UInt] from the random number generator.
 * Generates a [UInt] random value uniformly distributed between
 * [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()

/**
 * Gets the next random [UInt] from the random number generator less than the specified
 * [until] bound. [UInt] random value uniformly distributed between `0` (inclusive) and the
 * specified [until] bound (exclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextUInt(0u, until)

/**
 * Gets the next random [UInt] from the random number generator in the specified range.
 * [UInt] random value uniformly distributed between the specified [from] (inclusive) and
 * [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt):
    UInt {
        checkRangeBounds(from, until)
        val signedFrom = from.toInt() xor Int.MIN_VALUE
        val signedUntil = until.toInt() xor Int.MIN_VALUE
        val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
        return signedResult.toUInt()
    }

/**
 * Gets the next random [ULong] from the random number generator.
 * Generates a [ULong] random value uniformly distributed between
 * [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] from the random number generator less than the specified
 * [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong =
    nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 * [ULong] random value uniformly distributed between the specified [from] (inclusive) and
 * [until] (exclusive) bounds.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until:
    ULong): ULong {
        checkRangeBounds(from, until)
        val signedFrom = from.toLong() xor Long.MIN_VALUE
        val signedUntil = until.toLong() xor Long.MIN_VALUE
        val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
        return signedResult.toULong()
    }

/**
 * Gets the next random [ULong] from the random number generator in the specified [range].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange): ULong =
    when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.last < ULong.MAX_VALUE ->
            nextULong(range.first, range.last + 1u)
        range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u
        else -> nextUInt(range)
    }

/**
 * Gets the next random [ULong] from the random number generator less than the specified
 * [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong =
    nextULong(0uL, until)

/**
 * Gets the next random [ULong] from the random number generator in the specified range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(from: ULong, until:
    ULong): ULong {
        checkRangeBounds(from, until)
        val signedFrom = from.toLong() xor Long.MIN_VALUE
        val signedUntil = until.toLong() xor Long.MIN_VALUE
        val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
        return signedResult.toULong()
    }

/**
 * Gets the next random [ULong] from the random number generator in the specified [range].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange): ULong =
    when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.last < ULong.MAX_VALUE ->
            nextULong(range.first, range.last + 1u)
        range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u
        else -> nextUInt(range)
    }
$range\")\n range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)\n range.first >
ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u\n else -> nextULong()\n}\n\n/**\n * Fills
the specified unsigned byte [array] with random bytes and returns it.\n *\n * @return [array] filled with random
bytes.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array:
UByteArray): UByteArray {\n nextBytes(array.asByteArray())\n return array\n}\n\n/**\n * Creates an unsigned
byte array of the specified [size], filled with random bytes.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(size: Int): UByteArray
= nextBytes(size).asUByteArray()\n\n/**\n * Fills a subrange of the specified `UByte` [array] starting from
[fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.\n *\n * @return [array] with the
subrange filled with random bytes.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun
Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n
nextBytes(array.asByteArray(), fromIndex, toIndex)\n return
array\n}\n\n\n@ExperimentalUnsignedTypes\ninternal fun checkUIntRangeBounds(from: UInt, until: UInt) =
require(until > from) { boundsErrorMessage(from, until) }\n@ExperimentalUnsignedTypes\ninternal fun
checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until)
}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.random\n\n/**\n * Random number generator, using Marsaglia's \"xorwow\" algorithm\n *\n *
Cycles after 2^192 - 2^32 repetitions.\n *\n * For more details, see Marsaglia, George (July 2003). \"Xorshift
RNGs\". Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14\n *\n * Available at
https://www.jstatsoft.org/v08/i14/paper\n *\n */\ninternal class XorWowRandom\ninternal constructor(\n private
var x: Int,\n private var y: Int,\n private var z: Int,\n private var w: Int,\n private var v: Int,\n private var
addend: Int\n) : Random() {\n\n internal constructor(seed1: Int, seed2: Int) :\n
this(seed1, seed2, 0, 0,
seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))\n\n init {\n
require((x or y or z or w or v) != 0) { \"Initial state
must have at least one non-zero element.\" }\n\n
// some trivial seeds can produce several values with zeroes in
upper bits, so we discard first 64\n
repeat(64) { nextInt() }\n }\n\n override fun nextInt(): Int {\n
//
Equivalent to the xorxow algorithm\n
// From Marsaglia, G. 2003. Xorshift RNGs. J. Statis. Soft. 8, 14, p. 5\n
var t = x\n
t = t xor (t ushr 2)\n
x = y\n
y = z\n
z = w\n
val v0 = v\n
w = v0\n
t = (t
xor (t shl 1)) xor v0 xor (v0 shl 4)\n
v = t\n
addend += 362437\n
return t + addend\n }\n\n override
fun nextBits(bitCount: Int): Int =\n
nextInt().takeUpperBits(bitCount)\n}\n","/*\n * Copyright 2010-2018
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Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage
kotlin.ranges\n\n/**\n * Represents a range of [Comparable] values.\n */\nprivate open class ComparableRange<T :
Comparable<T>>(\n override val start: T,\n override val endInclusive: T\n) : ClosedRange<T> {\n\n override
fun equals(other: Any?): Boolean {\n
return other is ComparableRange<*> && (isEmpty() && other.isEmpty()
||\n
start == other.start && endInclusive == other.endInclusive)\n }\n\n override fun hashCode(): Int
{\n
return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()\n }\n\n override fun
toString(): String = \"$start..$endInclusive\"\n}\n\n/**\n * Creates a range from this [Comparable] value to the
specified [that] value.\n *\n * This value needs to be smaller than [that] value, otherwise the returned range will be
empty.\n * @sample samples.ranges.Ranges.rangeFromComparable\n */\npublic operator fun <T :
Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n\n/**\n * Represents a
range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation
[lessThanOrEquals] for comparing values of range domain type.\n *\n * This interface is implemented by floating
point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to\n * achieve IEEE-754 comparison order
instead of total order of floating point numbers.\n */\n@SinceKotlin(\"1.1\")\npublic interface
ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {\n override fun contains(value: T): Boolean
= lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)\n override fun isEmpty(): Boolean =

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fun lessThanOrEquals(a: T, b: T): Boolean

    /**
     * Compares two values of range domain type and returns true
     * if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean

private class ClosedDoubleRange(start: Double, endInclusive: Double) :
    ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b
    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this `Double`
 * value to the specified `that`
 * value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedDoubleRange = ClosedDoubleRange(this, that)

private class ClosedFloatRange(start: Float, endInclusive: Float) :
    ClosedFloatingPointRange<Float> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Float get() = _start
    override val endInclusive: Float get() = _endInclusive

    override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b
    override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedFloatRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this `Float`
 * value to the specified `that`
 * value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatRange = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified 
 * [element].
 * Always returns `false` if the [element] is `null`.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T
    = when{
    isInstance(value) -> value as T
    else -> throw ClassCastException("Value cannot be cast to
          $qualifiedName")
    }

fun <T : Any> KClass<T>.safeCast(value: Any?): T
    = when{
    isInstance(value) -> value as T
    else -> null
    }

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```kotlin
package kotlin.reflect

/**
 * Returns a runtime representation of the given reified type \[T\] as an instance of \[KType\].
 */
@Suppress("unused") // KT-12448\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun <reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.\")

```

```kotlin
package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character \[value\] to this Appendable and returns this instance.
     * @param value the character to append.
     */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence \[value\] to this Appendable and returns this instance.
     * @param value the character sequence to append. If \[value\] is `null`, then the four characters `\"null\"` are appended to this Appendable.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of the specified character sequence \[value\] to this Appendable and returns this instance.\n     * @param value the character sequence from which a subsequence is appended. If \[value\] is `null`, then characters are appended as if \[value\] contained the four characters `\"null\"`.\n     * @param startIndex the beginning (inclusive) of the subsequence to append.\n     */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable

    /**
     * Appends all arguments to the given \[Appendable\].
     */
    public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
        for (item in value)
            append(item)
        return this
    }

    internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
        when {
            transform != null -> append(transform(element))
            element is CharSequence? -> append(element)
            element is Char -> append(element)
            else ->
                append(element.toString())
        }
    }
```

```kotlin
package kotlin.internal

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

expect val @file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

```

```kotlin
* Concatenates this Char and a String.\n * @sample samples.text.Chars.plus

* Concatenates this Char and a String.\n * @sample samples.text.Chars.plus

* @SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <T : Appendable> T.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable\n
* Append a subsequence of the specified character sequence \[value\] to this Appendable and returns this instance.\n * @param value the character sequence from which a subsequence is appended. If \[value\] is `null`, then characters are appended as if \[value\] contained the four characters `\"null\"`.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the \[value\] character sequence indices or when `startIndex > endIndex`.\n * @fun append(value: CharSequence?)\n
* Append a subsequence of the specified character sequence \[value\] to this Appendable and returns this instance.\n * @param value the character sequence from which a subsequence is appended. If \[value\] is `null`, then characters are appended as if \[value\] contained the four characters `\"null\"`.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the \[value\] character sequence indices or when `startIndex > endIndex`.\n * @fun appendRange(value: CharSequence?, startIndex: Int, endIndex: Int)\n
* Append a subsequence of the specified character sequence \[value\] to this Appendable and returns this instance.\n * @param value the character sequence from which a subsequence is appended. If \[value\] is `null`, then characters are appended as if \[value\] contained the four characters `\"null\"`.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the \[value\] character sequence indices or when `startIndex > endIndex`.\n```
Char = \u003C
 /** The character &lt; */
 public const val less: Char = \u003C
 /** The character »
 long double quote */
 public const val lowDoubleQuote: Char = \u201E
 /** The character ‹
 left guillemet */
 public const val leftGuillemete: Char = \u00B4
 /** The character ‡
 double dagger */
 public const val doubleDagger: Char = \u2021
 /** The character •
 bullet */
 public const val bullet: Char = \u2022
 /** The character …
 ellipsis */
 public const val ellipsis: Char = \u2026
 /** The character †
 dagger */
 public const val dagger: Char = \u2020
 /** The character ℞
 copyright symbol */
 public const val copyright: Char = \u00A9
 /** The character £
 pound */
 public const val pound: Char = \u00A3
 /** The character §
 section */
 public const val section: Char = \u00A7
 /** The character ©
 copyright symbol */
 public const val copyright: Char = \u00A9
 /** The character »
 right guillemet */
 public const val rightGuillemete: Char = \u201D
 /** The character ®
 registered */
 public const val registered: Char = \u00AE
 /** The character °
 degree */
 public const val degree: Char = \u00B0
 /** The character ±
 plus minus */
 public const val plusMinus: Char = \u00B1
 /** The character ¶
 paragraph */
 public const val paragraph: Char = \u00B6
 /** The character ·
 middle dot */
 public const val middleDot: Char = \u00B7
 /** The character ½
 half */
 public const val half: Char = \u00BD
 /** The character –
 ndash */
 public const val ndash: Char = \u2013
 /** The character —
 mdash */
 public const val mdash: Char = \u2014
 /** The character ‘
 left single quote */
 public const val leftSingleQuote: Char = \u2018
 /** The character ‘
 right single quote */
 public const val rightSingleQuote: Char = \u2019
 /** The character ’
 prime */
 public const val prime: Char = \u2032
 /** The character ″
 double quote */
 public const val doubleQuote: Char = \u201D
 /** The character ′
 single quote */
 public const val singleQuote: Char = \u2018
 /** The character ¢
 cent */
 public const val cent: Char = \u00A2
 /** The character ×
 times */
 public const val times: Char = \u00D7
 /** The character ¤
 copyright symbol */
 public const val copyright: Char = \u00A9
 /** The character «
 left guillemet */
 public const val leftGuillemete: Char = \u00B4
 /** The character »
 right guillemet */
 public const val rightGuillemete: Char = \u201D
 /** The character ®
 registered */
 public const val registered: Char = \u00AE
 /** The character °
 degree */
 public const val degree: Char = \u00B0
 /** The character ±
 plus minus */
 public const val plusMinus: Char = \u00B1
 /** The character ¶
 paragraph */
 public const val paragraph: Char = \u00B6
 /** The character ·
 middle dot */
 public const val middleDot: Char = \u00B7
 /** The character ½
 half */
 public const val half: Char = \u00BD
 /** The character –
 ndash */
 public const val ndash: Char = \u2013
 /** The character —
 mdash */
 public const val mdash: Char = \u2014
 /** The character ‘
 left single quote */
 public const val leftSingleQuote: Char = \u2018
 /** The character ‘
 right single quote */
 public const val rightSingleQuote: Char = \u2019
 /** The character ’
 prime */
 public const val prime: Char = \u2032
 */n
*/

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression. This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the
 * regular expression. Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the
 * entire match. An element of the collection at the particular index can be `null`, if the corresponding
 * group in the regular expression is optional and there was no match captured by that group. */
public interface MatchGroupCollection : Collection<MatchGroup?> {
    /** Returns a group with the specified [index]. */
    public operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 * A collection of groups matched by the regular expression. Groups are indexed from 1 to the count of groups in the regular expression. Groups are indexed from 1 to
`groupCount` and group with the index 0 corresponds to the entire match.

```java
public val groups:
    MatchGroupCollection
    /**
     * A list of matched indexed group values.
     *
     * This list has size of `groupCount` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     *
     * If the group in the regular expression is optional and there were no match captured by that group,
     * corresponding item in [groupValues] is an empty string.
     */
    public val groupValues: List<String>
```

```java
/**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment
     * of group values.
     *
     * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
     *
     * Public destructured: Destructured get() = Destructured(this)
     */
    public fun next(): MatchResult?

    /**
     * Provides components for destructuring assignment of group values.
     *
     * component1 corresponds to the value of the first group, component2 corresponds to the value of the second,
     * and so on.
     *
     * If the group in the regular expression is optional and there were no match captured by that group,
     * corresponding component value is an empty string.
     *
     * @sample samples.text.Regexps.matchDestructuringToGroupValues
     */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly
        public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly
        public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly
        public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly
        public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly
        public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly
        public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly
        public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly
        public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly
        public operator inline fun component10(): String = match.groupValues[10]
    }
```
specifies [sourceUnit] into the specified [targetUnit].

```kotlin
public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
    convertDurationUnit(value, sourceUnit, targetUnit)
```

// arithmetic operators

```kotlin
/** Returns a negative of this value. */
public fun unaryMinus(): Duration = Duration(-value)
```

```kotlin
/** Returns a duration whose value is the sum of this and [other] duration values. */
public operator fun plus(other: Duration): Duration = Duration(value + other.value)
```

```kotlin
/** Returns a duration whose value is the difference between this and [other] duration values. */
public operator fun minus(other: Duration): Duration = Duration(value - other.value)
```

```kotlin
/** Returns a number that is the ratio of this and [other] duration values. */
public operator fun div(scale: Double): Duration = Duration(value / scale)
```

```kotlin
/** Returns a number that is the ratio of this and [other] duration values. */
public operator fun div(scale: Int): Duration = Duration(value / scale)
```

```kotlin
/** Returns a duration whose value is this duration value divided by the given [scale] number. */
public fun operator fun div(scale: Int): Duration = Duration(value / scale)
```

```kotlin
/** Returns a duration whose value is this duration value divided by the given [scale] number. */
public fun operator fun div(div: Double): Duration = Duration(value / scale)
```

```kotlin
/** Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components. */
public inline fun toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)
```

```kotlin
/** Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components. */
public inline fun toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
```

```kotlin
/** Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components. */
public inline fun toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)
```

```kotlin
/** Splits this duration into seconds and nanoseconds and executes the given [action] with these components. */
public inline fun toComponents(action: (seconds: Int, nanoseconds: Int) -> T): T =
    action(secondsComponent, nanosecondsComponent)
```

```kotlin
/** Returns true, if the duration value is finite. */
public fun isInfinite(): Boolean = value.isInfinite()
```

```kotlin
/** Returns true, if the duration value is infinite. */
public fun isNegative(): Boolean = value < 0
```

```kotlin
/** Returns true, if the duration value is less than zero. */
public fun isPositive(): Boolean = value > 0
```

```kotlin
/** Returns true, if the duration value is greater than zero. */
public fun isNegative(): Boolean = value < 0
```

```kotlin
/** Returns true, if the duration value is less than zero. */
public fun isPositive(): Boolean = value > 0
```

```kotlin
/** Returns true, if the duration value is finite. */
public
```

```kotlin
/** Returns a duration whose value is the sum of this and [other] duration values. */
public operator fun plus(other: Duration): Duration = Duration(value + other.value)
```

```kotlin
/** Returns a duration whose value is the difference between this and [other] duration values. */
public operator fun minus(other: Duration): Duration = Duration(value - other.value)
```

```kotlin
/** Returns a number that is the ratio of this and [other] duration values. */
public operator fun div(scale: Double): Duration = Duration(value / scale)
```

```kotlin
/** Returns a number that is the ratio of this and [other] duration values. */
public operator fun div(scale: Int): Duration = Duration(value / scale)
```

```kotlin
/** Returns a duration whose value is this duration value divided by the given [scale] number. */
public fun operator fun div(div: Double): Duration = Duration(value / scale)
```
/**
   * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
   * The result of [action] is returned as the result of this function.
   * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000.
   * `seconds` represents the whole number of seconds in this duration.
   * If the value doesn’t fit in [Long] range, i.e. it’s greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE],
   * it is coerced into that range.
   */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =
    action(inSeconds.toLong(), nanosecondsComponent)

    @PublishedApi
    internal val hoursComponent: Int
    get() = (inHours % 24).toInt()
    @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
    @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt()

    @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt() // conversion to units
    /**
     * Returns the value of this duration expressed as a [Double] number of the specified [unit].
     */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /**
     * Returns the value of this duration expressed as a [Double] number of days. *//
    public fun inDays: Double get() = toDouble(DurationUnit.DAYS)

    /**
     * Returns the value of this duration expressed as a [Double] number of hours. *//
    public fun inHours: Double get() = toDouble(DurationUnit.HOURS)

    /**
     * Returns the value of this duration expressed as a [Double] number of minutes. *//
    public fun inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /**
     * Returns the value of this duration expressed as a [Double] number of seconds. *//
    public fun inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of milliseconds. *//
    public fun inMillis: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of microseconds. *//
    public fun inMicros: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of nanoseconds. *//
    public fun inNanos: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts
    public fun toLongNanos: Long get() = toLong(DurationUnit.NANOSECONDS)
    public fun toLongMicros: Long get() = toLong(DurationUnit.MICROSECONDS)
    public fun toLongMillis: Long get() = toLong(DurationUnit.MILLISECONDS)

    // conversion to units
    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000.
     */
    public fun inNanos: Long get() = inNanosecondsComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of milliseconds in this duration.
     */
    public fun inMillis: Long get() = inMillisComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of microseconds in this duration.
     */
    public fun inMicros: Long get() = inMicrosComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of seconds in this duration.
     */
    public fun inSeconds: Long get() = inSecondsComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of days in this duration.
     */
    public fun inDays: Long get() = inDaysComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of hours in this duration.
     */
    public fun inHours: Long get() = inHoursComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of minutes in this duration.
     */
    public fun inMinutes: Long get() = inMinutesComponent

    /**
     * Returns the value of this duration expressed as a [Long] number of seconds in this duration.
     */
    public fun inSeconds: Long get() = inSecondsComponent

    /**
     * Returns the value of this duration expressed as a [Double] number of days in this duration.
     */
    public fun inDays: Double get() = toDouble(DurationUnit.DAYS)

    /**
     * Returns the value of this duration expressed as a [Double] number of hours in this duration.
     */
    public fun inHours: Double get() = toDouble(DurationUnit.HOURS)

    /**
     * Returns the value of this duration expressed as a [Double] number of minutes in this duration.
     */
    public fun inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /**
     * Returns the value of this duration expressed as a [Double] number of seconds in this duration.
     */
    public fun inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of milliseconds in this duration.
     */
    public fun inMillis: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of microseconds in this duration.
     */
    public fun inMicros: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /**
     * Returns the value of this duration expressed as a [Double] number of nanoseconds in this duration.
     */
    public fun inNanos: Double get() = toDouble(DurationUnit.NANOSECONDS)

DurationUnit.MICROSECONDS
absNs < 1e9 -> DurationUnit.MILLISECOND
absNs < 1000e9 -> DurationUnit.SECOND
absNs < 60_000e9 -> DurationUnit.MINUTE
absNs < 86400e9 * 1e7 -> DurationUnit.DAY
else -> DurationUnit.DAY

also { scientific = true } in val value = toDouble(unit) when { in scientific -> formatScientific(value) in maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals) else -> formatToExactDecimals(value, precision(abs(value))) in + unit.shortName() } in

private fun DurationUnit.toComponents { hours, minutes, seconds, nanoseconds ->
    hours != 0 && minutes != 0 && seconds != 0 || nanoseconds != 0
        && abs(nanoseconds) < 1_000_000 && absMinutes < 60
    when {
        nanoseconds % 1_000_000 == 0 -> appendRange(nanoseconds, 0, 3)
        nanoseconds % 1_000 == 0 -> appendRange(nanoseconds, 0, 6)
        else -> appendRange(nanoseconds, 0, 9)
    }
}

@UseExperimental(ExperimentalStdlibApi::class)
public fun toISOString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        if (hasHours) { append(hours).append('H') }
        if (hasMinutes) { append(minutes).append('M') }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            append(seconds)
            if (nanoseconds != 0) {
                append('S')
            }
        }
    }
}

// constructing from number of units
// extension functions

@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =
    Duration(convertDurationUnit(this, unit, storageUnit)
        .padStart(9, '0').run { when {
            nanoseconds % 1_000_000 == 0 -> appendRange(nanoseconds, 0, 3)
            nanoseconds % 1_000 == 0 -> appendRange(nanoseconds, 0, 6)
            else -> appendRange(nanoseconds, 0, 9)
        } })

    append('S')
    } }

    val nns = nanoseconds.toString().padStart(9, '0')
    when {
        nanoseconds % 1_000 == 0
            -> appendRange(nanoseconds, 0, 3)
        else -> appendRange(nanoseconds, 0, 6)
    }
    append('S')
}

    Returns a [Duration] equal to this [Int] number of the specified [unit].

@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Long] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Double] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Int] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Long] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Double] number of nanoseconds.

@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECOND)

    Returns a [Duration] equal to this [Int] number of
`/**
 * Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
  toDuration(DurationUnit.MICROSECONDS)

`
* Time unit representing one nanosecond, which is 1/1000 of a microsecond.
* Time unit representing one microsecond, which is 1/1000 of a millisecond.
* Time unit representing one millisecond, which is 1/1000 of a second.
* Time unit representing one second.
* Time unit representing one minute.
* Time unit representing one hour.
* Time unit representing one day, which is always equal to 24 hours.

*/

@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration) /* * Returns a time mark on the same time source that is behind this time mark by the specified [duration]. */ * * The returned time mark is more _earlier_ when the [duration] is positive, and more _later_ when the [duration] is negative. */ public open operator fun minus(duration: Duration): TimeMark = plus(-duration) /* * Returns true if this time mark has passed according to the time source from which this mark was taken. */ * * Note that the value returned by this function can change on subsequent invocations. */ * If the time source is monotonic, it can change only from 'false' to 'true', namely, when the time mark becomes behind the current point of the time source. */ public fun hasPassedNow(): Boolean = !elapsedNow().isNegative() /* * Returns false if this time mark has not passed according to the time source from which this mark was taken. */ * * Note that the value returned by this function can change on subsequent invocations. */ * If the time source is monotonic, it can change only from 'true' to 'false', namely, when the time mark becomes behind the current point of the time source. */ public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative() /* */

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Subtracting one TimeMark from another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated("Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.", level = DeprecationLevel.ERROR)
public inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")

@ExperimentalTime
private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment
    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", "kotlin.time.TimeSource"))
public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", "kotlin.time.TimeMark"))
public typealias ClockMark = TimeMark

open class TimeMark

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
internal expect object MonotonicTimeSource : TimeSource

/**
 * An abstract class used to implement time sources that return their readings as [Long] values in the specified [unit].
 * The unit in which this time source's readings are expressed.
 * *An @SinceKotlin("1.3")@ExperimentalTime@jsonpriate class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current reading of the time source expressed as a [Double] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun
override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)

/**
 * A time source
 * that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the specified 
     * duration. * Duration value is rounded down towards zero when converting it to a Long
     * number of nanoseconds. * For example, if the duration being added is 0.6.nanoseconds, the reading doesn’t
     * advance because
     * the duration value is rounded to zero nanoseconds. * @throws
     * IllegalStateException when the reading value overflows as the result of this operation.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()

        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta
            // fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0
                && reading xor newReading < 0)
                overflow(duration)
            newReading
        } else {
            // when delta
            // is greater than long, add it as double
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)
            newReading.toLong()
        }
    }

    private fun overflow(duration: Duration) {
        throw IllegalStateException("TestTimeSource will
        overflow if its reading ${reading}ns is advanced by $duration.")
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"))
public typealias MonoClock =

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource",
"kotlin.time.AbstractLongTimeSource"))
public typealias AbstractLongClock =

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
AbstractDoubleTimeSource instead.", ReplaceWith("AbstractDoubleTimeSource",
"kotlin.time.AbstractDoubleTimeSource"))
public typealias AbstractDoubleClock =

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use
TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"))
public typealias TestClock =
measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    return
    TimeSource.Monotonic.measureTimedValue(block())
}

/**
 * Executes the given [block] and returns an instance of [TimedValue] class, containing both
 * the result of function execution and the duration of elapsed time interval.
 * The elapsed time is measured with the specified `this` [TimeSource] instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }

    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/**
 * Creates a version from [major], [minor] and [patch] components, leaving
 * [patch] component zero.
 */
public constructor(major: Int, minor: Int) : this(major, minor, 0)

private val version = versionOf(major, minor, patch)

private fun versionOf(major: Int, minor: Int, patch: Int): Int {
    require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
        "Version components are out of range: $major.$minor.$patch"
    }
    return major.shl(16) + minor.shl(8) + patch.shl(0)
}

/**
 * Returns the string representation of this
 * version
 */
override fun toString(): String = "$major.$minor.$patch"

override fun equals(other: Any?): Boolean {
    if (this === other) return true
    val otherVersion = (other as? KotlinVersion) ?: return false
    return this.version == otherVersion.version
}

override fun hashCode(): Int = version

override fun compareTo(other: KotlinVersion): Int = version - other.version

/**
 * Returns `true` if this
 * version is not less than the version specified
 * with the provided [major] and [minor] components.
 */
public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)
    this.major > major || (this.major == major &&
        this.minor >= minor)

/**
 * Returns `true` if this
 * version is not less than the version specified
 * with the provided [major], [minor] and [patch] components.
 */
public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
    this.major > major || (this.major == major &&
        (this.minor > minor || this.minor == minor &&
            this.patch >= patch))

companion object {
    /**
     * Maximum value a version
     * component can have, a constant value 255.
     */
    // NOTE: Must be placed before CURRENT because its
    // initialization requires this field being initialized in JS
    public const val MAX_COMPONENT_VALUE = 255

    /**
     * Returns the current version of the Kotlin standard library.
     */
    @kotlin.jvm.JvmField
    public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here

    /**
     * Represents a version of the Kotlin standard library.
     */
    public val version: KotlinVersion
        get() = CURRENT

    companion object {
        /**
         * Returns `true` if this
         * version is not less than the version specified
         * with the provided [major], [minor] and [patch] components.
         */
        public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
            this.major > major || (this.major == major &&
                (this.minor > minor || this.minor == minor &&
                    this.patch >= patch))

        companion object {
            /**
             * Maximum value a version
             * component can have, a constant value 255.
             */
            public const val MAX_COMPONENT_VALUE = 255

            /**
             * Returns the current version of the Kotlin standard library.
             */
            @kotlin.jvm.JvmField
            public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here

            companion object {
                /**
                 * Returns `true` if this
                 * version is not less than the version specified
                 * with the provided [major], [minor] and [patch] components.
                 */
                public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
                    this.major > major || (this.major == major &&
                        (this.minor > minor || this.minor == minor &&
                            this.patch >= patch))
            }
        }
    }
}

/**
 * Returns `true` if the `this` property has been assigned a value, and `false`
 * otherwise.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedException("Implementation is intrinsic")

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     */
    public fun isInitialized(): Boolean
}

/**
 * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
 */
public fun <T> lazyOf(value: T): Lazy<T> =

/**
 * An extension to delegate a read-only property of type [T] to an instance of [Lazy].
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value

/**
 * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
 */
public enum class LazyThreadSafetyMode {

    /**
     * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.
     */
    SYNCHRONIZED,

    /**
     * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance.
     * but only the first returned value will be used as the value of [Lazy] instance.
     */
    PUBLICATION,

    /**
     * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.
     */
    NONE,
}

// internal to be called from lazy in JS
internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }
            return _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized())

    private fun writeReplace(): Any =
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>,

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateByteLeft(bitCount: Int): Int

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun Int.rotateByteRight(bitCount: Int): Int

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Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

\[
\text{`number.rotateLeft(-n) == number.rotateRight(n)`}
\]

Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

\[
\text{`number.rotateRight(-n) == number.rotateLeft(n)`}
\]

Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:

\[
\text{`number.rotateRight(n) == number.rotateRight(n % 32)`}
\]

Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

\[
\text{`number.rotateLeft(n) == number.rotateLeft(n % 32)`}
\]

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

Counts the number of set bits in the binary representation of this [Long] number.

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

Counts the number of leading zero bits in the binary representation of this [Long] number.

Counts the number of trailing zero bits in the binary representation of this [Long] number.

Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

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Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

/**
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * number.rotateLeft(-n) == number.rotateRight(n)
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:
 * number.rotateLeft(n) == number.rotateLeft(n % 8)
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.rotateLeft(bitCount: Int): Byte = (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

/**
 * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * number.rotateRight(-n) == number.rotateRight(n)
 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:
 * number.rotateRight(n) == number.rotateRight(n % 8)
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

/**
 * Counts the number of set bits in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.countTrailingZeroBits(): Int = toInt().or(0x10000).countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, or zero, if this number is zero:
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.takeHighestOneBit(): Byte = toInt().and(0xFFFF).takeHighestOneBit().toByte()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, or zero, if this number is zero:
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@public fun Byte.takeLowestOneBit(): Byte = toInt().and(0xFFFF).takeLowestOneBit().toByte()
kotlin.internal.RequireKotlinVersionKind

@kotlin.internal.InlineOnly
@SinceKotlin("1.2")
@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")
@RequireKotlin("1.2.30", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMpiler_VERSION)
@public inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin

/**
 * Represents a generic pair of two values.
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @constructor Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * A.to(B) = Pair(this, that)
 */
public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 * @sample samples.misc.Tuples.pairToList
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 * @constructor Creates a new instance of Triple.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @sample samples.misc.Tuples.tripleToList
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The last element in the progression.
     */
    public val last: UInt = getProgressionLastElement(start, endInclusive, step)

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    override fun contains(value: UInt): Boolean =
        if (step > 0) start <= value && value <= endInclusive
        else start > value && value >= endInclusive

    override fun iterate(): UInt =
        if (step > 0) start += step
        else last -= step

    override fun stepBy(step: UInt): UIntProgression
    {
        return(UIntProgression(first, endInclusive, step))
    }

    companion object {
        /**
         * A progression of values of type UINT.
         */
        public fun UIntRange.asUIntProgression(): UIntProgression =
            UIntProgression(this.first, this.endInclusive, step)
    }
}

open class UIntProgressionIterator
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : UIntIterator {
    private var index: UInt = start

    override fun hasNext(): Boolean =
        if (step > 0) index < endInclusive
        else index > start

    override fun next(): UInt =
        if (step > 0) index += step
        else index -= step

    override fun remove(): Unit =
        throw UnsupportedOperationException()
}

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override fun equals(other: Any?): Boolean =
    other is UIntProgression &&
    (isEmpty() && other.isEmpty() ||
    first == other.first && last == other.last &&
    step == other.step) ||

override fun hashCode(): Int =
    if (isEmpty()) -1 else
    (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

override fun toString(): String =
    if (step > 0) "$first..$last step $step"
    else "$first downTo $last step $(-step)"

companion object {
    /**
     * Creates UIntProgression within the specified bounds of a closed range.
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
     * specified [step].
     * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
     * A specific value from a range can be found by calling `contains`.
     */
    public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is
 * incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() =
        first
    override val endInclusive: ULong get() =
        last

    override fun contains(value: ULong): Boolean =
        first <= value && value <= last

    override fun isEmpty(): Boolean =
        first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange &&
        (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else
        (31 * (31 * start.toInt() + endInclusive.toInt()) + step.toInt())

    override fun toString(): String =
        if (step > 0) "$start..$endInclusive step $step"
        else "$start downTo $endInclusive step $(-step)"

    companion object {
        /**
         * A empty range of values of type `ULong`.
         */
        public val EMPTY: ULongRange =
            ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)
    }
}

/**
 * A progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) : Iterable<ULong> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * A specific value from a range can be found by calling `contains`.
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    companion object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * A specific value from a range can be found by calling `contains`.
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `UByte`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UByteProgression internal constructor(
    start: UByte,
    endInclusive: UByte,
    step: Int
) : Iterable<UByte> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    companion object {
        /**
         * Creates UByteProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * A specific value from a range can be found by calling `contains`.
         */
        public fun fromClosedRange(rangeStart: UByte, rangeEnd: UByte, step: Int): UByteProgression = UByteProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UShortProgression internal constructor(
    start: UShort,
    endInclusive: UShort,
    step: Int
) : Iterable<UShort> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    companion object {
        /**
         * Creates UShortProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * A specific value from a range can be found by calling `contains`.
         */
        public fun fromClosedRange(rangeStart: UShort, rangeEnd: UShort, step: Int): UShortProgression = UShortProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class ULongProgression internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) : Iterable<ULong> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
    }

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
         * specified [step].
         * In order to go backwards the [step] must be negative. *n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         * A specific value from a range can be found by calling `contains`.
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}
than Long.MIN_VALUE to avoid overflow on negation.\n
 */
public val first: ULong = start

/**
 * The last element in the progression.
 */
public val last: ULong = getProgressionLastElement(start, endInclusive, step)

/**
 * The step of the progression.
 */
public val step: Long = step

override fun iterator(): ULongIterator =
ULongProgressionIterator(first, last, step)

/** Checks if the progression is empty. */
public open fun isEmpty(): Boolean =
if (step > 0) first > last else first < last
override fun equals(other: Any?): Boolean =
other is ULongProgression &&
(isEmpty() && other.isEmpty()) ||
first != other.first &&
last == other.last &&
step == other.step
override fun hashCode(): Int =
if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())

override fun toString(): String =
if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

companion object {
    /**
     * Creates ULongProgression within the specified bounds of a closed range.
     */
    public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression =
ULongProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `ULong`.
 * @property step the number by which
the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement =
last
    private var hasNext: Boolean =
if (step > 0) first <= last else first >= last
    private val step =
step.toULong() // use 2-complement math for negative steps
    private var next =
if (hasNext) first else
finalElement

override fun hasNext(): Boolean = hasNext

override fun nextULong(): ULong {
val
value = next
if (value == finalElement) {
if (!hasNext) throw kotlin.NoSuchElementException()
hasNext =
false
} else {
next += step
}
return value
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()
y

```kotlin
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt() * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, \n or zero, if this number is zero.

@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt() * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count. * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally `number.rotateLeft(n % 32) == number.rotateRight(n % 32)` * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt() * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits. * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count. * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally `number.rotateRight(n % 32) == number.rotateLeft(n % 32)` * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.countOneBits(): Int = toLong().countOneBits() * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number. * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits() * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number. * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits() * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number, or zero, if this number is zero. * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong() * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number, or zero, if this number is zero. * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong() * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits. * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count. * `number.rotateLeft(-n) == number.rotateRight(n)` * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally `number.rotateLeft(n % 64) == number.rotateRight(n % 64)` * @SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnl
y

public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong() * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits. * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count. * `number.rotateRight(-n) == number.rotateLeft(n)` * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally `number.rotateRight(n % 64) == number.rotateLeft(n % 64)`
```
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
 */
public inline fun ULong.countOneBits(): Int = toULong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
 */
public inline fun ULong.countLeadingZeroBits(): Int = toULong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
public inline fun ULong.countTrailingZeroBits(): Int = toULong().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,
 * or zero, if this number is zero.
 */
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number,
 * or zero, if this number is zero.
 */
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()

/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * \`number.rotateLeft(-n) == number.rotateRight(n)`
 * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
 * \`number.rotateLeft(n % 64) == number.rotateRight(n % 64)`
 */
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toULong().rotateLeft(bitCount).toULong()

/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * \`number.rotateRight(-n) == number.rotateLeft(n)`
 * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:
 * \`number.rotateRight(n % 64) == number.rotateLeft(n % 64)`
 */
public inline fun ULong.rotateRight(bitCount: Int): ULong = toULong().rotateRight(bitCount).toULong()
public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * `number.rotateLeft(-n) == number.rotateRight(n)`
 */
public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * `number.rotateRight(-n) == number.rotateLeft(n)`
 */
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()
UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this [Short] value in the specified [radix].
 * @throws IllegalArgumentRangeException when [radix] is not a valid radix for string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Int] value in the specified [radix].
 * @throws IllegalArgumentRangeException when [radix] is not a valid radix for string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this [Long] value in the specified [radix].
 * @throws IllegalArgumentRangeException when [radix] is not a valid radix for string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radex) ?: numberFormatError(this)

/**
 * Parses the string as an [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10) ?: numberFormatError(this)

/**
 * Parses the string as an [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radex = 10) ?: numberFormatError(this)

**Open Source Used In DNAC Platform Guardian 9610**
```kotlin
package kotlin.math

/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793

/** Base of the natural logarithms, approximately 2.71828. */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

/** Computes the sine of the angle [x] given in radians. */
public expect fun sin(x: Double): Double

/** Computes the cosine of the angle [x] given in radians. */
public expect fun cos(x: Double): Double

/** Computes the tangent of the angle [x] given in radians. */
public expect fun tan(x: Double): Double

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. */
public expect fun asin(x: Double): Double

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians. */
public expect fun acos(x: Double): Double

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians. */
public expect fun atan(x: Double): Double

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y` / `x`. */
public expect fun atan2(y: Double, x: Double): Double

/** Computes the hyperbolic sine of the value [x]. */
public expect fun sinh(x: Double): Double

/** Computes the hyperbolic cosine of the value [x]. */
public expect fun cosh(x: Double): Double

/** Computes the hyperbolic tangent of the value [x]. */
public expect fun tanh(x: Double): Double

/** Computes the inverse hyperbolic sine of the value [x]. */
public expect fun asinh(x: Double): Double

/** Computes the inverse hyperbolic cosine of the value [x]. */
public expect fun acosh(x: Double): Double

/** Computes the inverse hyperbolic tangent of the value [x]. */
public expect fun atanh(x: Double): Double
```

Since Kotlin ("1.2")

@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double

/**
 * Computes the positive square root of the value [x] n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN` n * Computes Euler's number `e` raised to the power of the value [x] n * Special cases:\n * - `-exp(NaN)` is `NaN` n * - `exp(+Inf)` is `+Inf`
 * - `-exp(-Inf)` is `0.0` n * Computes Euler's number `e` raised to the power of the value [x] n * Special cases:\n * - `-exp1m(+Inf)` is `+Inf` n * - `-exp1m(-Inf)` is `-1.0`
 * @see [exp] function.n
 * Computes the logarithm of the value [x] to the given base.n
 * Computes Euler's number `e` raised to the power of the value [x] n * Special cases:\n * - `-log(x, b)` is `NaN` if either `x` or `b` are `NaN`
 * - `-log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`
 * - `-log(+Inf, +Inf)` is `NaN`
 * - `-log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b < 1`
 * @see [log] function for special cases.n
 * Computes the natural logarithm (base 'E') of the value [x].n
 * Computes the logarithm (base 10) of the value [x].n
 * Computes the binary logarithm (base 2) of the value [x].n
 * Computes the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.n
 * Rounds the given value [x] to an integer towards positive infinity.n
 * Rounds the given value [x] to an integer towards negative infinity.n
 * Rounds the given value [x] to an integer towards zero.n
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.n
 * Computes the absolute value of the given value [x].n
 * Returns the sign of the given value [x]:
 * - `-1.0` if the value is negative,
 * - `zero` if the value is zero,
 * - `1.0` if the value is positive
 * @see [sign] function for special cases.n
 * Computes the minimum of two values.
 * Computes the maximum of two values.
 */

// extensions

/**
 * Returns the absolute value of the given value [x].n
 * Returns the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.n
 * Returns the smallest of two values.n
 * If either value is `NaN`, then the result is `NaN`.n
 * @see absoluteValue extension property for [Double]n
 * Returns the sign of the given value [x]:n
 * - `-1.0` if the value is negative,
 * - `zero` if the value is zero,
 * - `1.0` if the value is positive
 * @see [sign] function for special cases:n
 * Computes the minimum of two values:n
 * @see [min] function for special cases.n
 * Computes the maximum of two values:n
 * @see [max] function for special cases.n
 * @see absoluteValue extension property for [Double]n
 */

// Open Source Used In DNAC Platform Guardian 9613
* Returns the absolute value of this value. * Special cases:
  - `NaN.absolutelyValue` is `NaN`
  - `&@SinceKotlin("1.2")`public expect fun Double.absolutelyValue:
    - `Double.absolutelyValue` Returns the sign of this value:
      - `-1.0` if the value is negative
      - `0.0` if the value is zero
      - `1.0` if the value is positive
  - `@SinceKotlin("1.2")`public expect fun Double.sign:Double
    - `Double.sign()` Returns the sign bit same as of the [sign] value:
      - `true` if [sign] is `NaN` the sign of the result is undefined
  - `@SinceKotlin("1.2")`public expect fun Double.withSign(sign: Double):
    - `Double.withSign(sign)` Returns this value with the sign bit same as of the [sign] value:
      - `NaN` when both are `NaN`
      - `+Inf` when `x` is `+Inf` or `-Inf`
      - `-0.0` when `x` is `+0.0` or `-0.0`
  - `@SinceKotlin("1.2")`public expect fun Double.ulp:Double
    - `Double.ulp()` Returns the ulp (unit in the last place) of this value:
      - `NaN` when either `x` or `y` is `NaN`
      - `+Inf` when `x` is `+Inf` or `-Inf`
      - `-0.0` when `x` is `-0.0`
      - `0.0` when `x` is `0.0`
  - `@SinceKotlin("1.2")`public expect fun Double.nextUp():Double
    - `Double.nextUp()` Returns the value nearest to this value in direction of positive infinity:
      - `NaN` when either `x` or `y` is `NaN`
      - `+Inf` when `x` is `+Inf`
      - `-Inf` when `x` is `-Inf`
  - `@SinceKotlin("1.2")`public expect fun Double.nextDown():Double
    - `Double.nextDown()` Returns the value nearest to this value in direction of negative infinity:
      - `NaN` when either `x` or `y` is `NaN`
      - `-Inf` when `x` is `-Inf`
      - `+Inf` when `x` is `+Inf`
  - `@SinceKotlin("1.2")`public expect fun Double.roundToInt():Int
    - `Double.roundToInt()` Returns the integer closest to this value:
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
      - `Int.MAX_VALUE` when `x` is greater than `Int.MAX_VALUE`
      - `Int.MIN_VALUE` when `x` is less than `Int.MIN_VALUE`
      - `x` when `x` is between `Int.MIN_VALUE` and `Int.MAX_VALUE`
      - `0` when `x` is `0.0`
sine of the value \[x\].

Special cases:

- \(\sinh(NaN)\) is \(NaN\)
- \(\sinh(\pm\infty)\) is \(\pm\infty\)
- Computes the hyperbolic cosine of the value \[x\].

Special cases:

- \(\cosh(\pm\infty)\) is \(\pm\infty\)
- Computes the hyperbolic tangent of the value \[x\].

Special cases:

- \(\tanh(\pm\infty)\) is \(\pm1\)
- Computes the inverse hyperbolic sine of the value \[x\].

The returned value is \(y\) such that \(\sinh(y) = x\).

Special cases:

- \(\sinh(\pm\infty)\) is \(\pm\infty\)
- Computes the inverse hyperbolic cosine of the value \[x\].

Special cases:

- \(\cosh(\pm\infty)\) is \(\pm\infty\)
- Computes the inverse hyperbolic tangent of the value \[x\].

Special cases:

- \(\tanh(\pm\infty)\) is \(\pm\infty\)
- Computes the logarithm of the value \[x\].

Special cases:

- \(\log(x, b)\) is \(NaN\) when \(x < 0\) or \(b\) are \(\leq 0\) or \(b = 1\) or \(\log(0, b)\) is \(\pm\infty\)
- Computes Euler's number \(e\)'s raised power.

Special cases:

- \(\exp(\pm\infty)\) is \(\pm\infty\)
- \(\exp(-\infty)\) is \(0.0\)
- Computes Euler's number \(e\)'s raised power minus one.

Special cases:

- \(\expm1(\pm\infty)\) is \(\pm\infty\)
- Computes the natural logarithm (base \(e\)).

Special cases:

- \(\ln(a + 1)\) is \(\pm\infty\)
- Computes the binary logarithm (base \(2\)).

Special cases:

- \(\log2(a + 1)\) is \(\pm\infty\)
- Rounds the given value \[x\] to an integer towards positive infinity.

Special cases:

- \(\lceil x \rceil\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\lfloor x \rfloor\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\text{ceil}(x)\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\text{ceiling}(x)\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\text{floor}(x)\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\text{trunc}(x)\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).

Special cases:

- \(\text{nearest}(x, \pm\infty)\) is \(x\) where \(x\) is \(\leq 0\) or \(\geq 1\) and \(-1\) for \(b > 1\) and \(-\infty\) for \(b < 1\).
*\@SinceKotlin("1.2")*\n\npublic expect fun truncate(x: Float): Float\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun round(x: Float): Float\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun abs(x: Float): Float\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun sign(x: Float): Float\n
*\@SinceKotlin("1.2")*\n\npublic expect fun min(a: Float, b: Float): Float\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun max(a: Float, b: Float): Float\n
*\@SinceKotlin("1.2")*\n\npublic expect fun abs(n: Int): Int\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun min(a: Int, b: Int): Int\n\n*\@SinceKotlin("1.2")*\n\npublic expect fun max(a: Int, b: Int): Int

---

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---
* `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
* `Long.MIN_VALUE * -1` if the value is negative,
* `0` if the value is zero,
* `-1` if the value is positive

```kotlin
@SinceKotlin("1.2")
public expect val Long.absoluteValue: Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int
```
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AgB, GAEE, a; IACpB, OAAO, CAAC, C; G; EAGZ, MAAM, aAaC, GAEE, a; IACIB, OAAO, MAAM, OAAB, CAAC, M
AAM, YAA, CAA, CAAD, CAAnB, G; EAGxB, MAAM, YAa, GAEE, a; IACjB, IAAI, CAAE, GAEE, UAAR, C;
MAaO, OAAO, U; IAC3B, IAAI, CAAE, GAEE, WAAR, C; MAaQ, OAAO, W; IAC5B, OAAO, CAAC, GAEE, C; G;
EAGf, MAAM, YAa, GAEE, a; IACjB, IAAI, CAAE, IAAg, IAAJ, C; MAae, OAAO, C; IACb, OAAO, IAIK, IAAg, I;
KAAnB, IAAI, IAAg, IAAJ, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAaQ, OAAO, C; IACb, OAAO, MAAM, OAAO, CAAC, CAAD, C;
G; EClDxB, MAAM, OAAR, GAEE, a; IAC7B, IAAI, QAAS, IAAg, OAAO, IAIK, IAAg, IAAJ, C; MAClOAO, IAIK, IAAg, I;
KAAgB, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C;
MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI,
QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS,
IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg,
IAAJ, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ,
C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO,
C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C;
MAClOAO, IAIK, IAAg, IAAJ, C; MAAM, IAAI, QAAS, IAAg, OAAO, C; MAClOAO, IAIK, IAAg, IAAJ, C; MAAM,
Open Source Used in DNAC Platform Guardian 9624
gEACI,a;MAEoB,Q;MADhB,i;BAAcE,c;MACC,mB;MAAhB,o;AAAGB,c;QAAgB,y;QACC,U;QAAb,2BA
Aa,yEAuB,C;AAPcK,k;MAEJ,OOA0,U;K;WdDAG,0B;MACI,IAAI,CAEw,E;KAFF,K;AAUtM,K;AAPcB,q;C
AA0B,OOAO,K;MACCJ,C;OAAO,CAAE;qBAAY,K;AAz,K;I;IAxjB,6C;MAAA,4C;QAAA,2B;OAAA,5C;K;;
MCPA,cAAwB,C;MACxB,y;MAEA,s;BAAYB,C;8DAAzB,y;MAAA,0B,K;OAAAJ,g;MAAA,0B;K;4CAAA8B,u
B;MAOLIA,CAcA,CAAB,C;QAAqB,MAAM,6BAAB,MBAArB,t;MACB3,IAAI,eAAe,BKAY,0A,A,C;
QAqCM,MACrC,I;AAuBAYAB,B;GAAYB,C;CAlq,y;BAAC,y;gBAAYB,g;BAAYAAY,WAAY,EAac,EAAAd,
CAAzB,O;QAcd,M;OAGJ,kBAAkB,y;BAAY;y;B;OAAA,aB;K;OAAJ,G;OAAO,K;MACI,JAAI,cAAc,E;
MACJ,IAAIE;WC;MADC,MACB3,IAAI,AAeC,B;QACZ,C;CAAc;W;MACB3,IAAI,A;UAAd,AQA6B,CAjC;
QCCJ,BAAkC,kB;QAA3a;eAc;AAeU;CAAzB,A;QAAb,2BAAYAAY,WAAY,EAac,EAAAd,
CAAzB,O;QAcd,M;OAGJ,kBAAkB,y;BAAY;y;B;OAAA,aB;K;OAAJ,G;OAAO,K;MACI,JAAI,cAAc,E;
MACJ,IAAIE;WC;MADC,MACB3,IAAI,AAeC,B;QACZ,C;CAAc;W;MACB3,IAAI,A;UAAd,AQA6B,CAjC;
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MACJ,IAAIE;WC;MADC,MACB3,IAAI,AAeC,B;QACZ,C;CAAc;W;MACB3,IAAI,A;UAAd,AQA6B,CAjC;
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1.2216 assertion-error 1.1.0

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> Error constructor for test and validation frameworks that implements standardized AssertionError specification.

## Installation
### Node.js

`assertion-error` is available on [npm](http://npmjs.org).

$ npm install assertion-error

### Component

`assertion-error` is available as a [component](https://github.com/component/component).

$ component install chaijs/assertion-error

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* /opt/cola/permits/1112206225_1607050024.11/0/chaijs-assertion-error-1-1-0-0-gfaa3f8c-1-tar-gz/chaijs-assertion-error-faa3f8c/README.md

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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/lexer/Lexer.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/lexer/misc/IntegerStack.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/atn/DecisionInfo.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/atn/Parser.java
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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/atn/ProxyErrorListener.java
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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/tree/xpath/XPathRuleAnyStartElement.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources-jar/antlr/v4/runtime/tree/xpath/XPathRuleStartNode.java
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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/CodePointCharStream.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/DiagnosticErrorListener.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/SetTransition.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/InterpreterRuleContext.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/ActionTransition.java
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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/ParseInfo.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/TokenStreamRewriter.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/misc/MultiMap.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/PredictionMode.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/PredictionContextCache.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/misc/Pair.java
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* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/misc/TestRig.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/DefaultErrorStrategy.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/BlockStartState.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/TokenFactory.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/tree/pattern/RuleTagToken.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/RuleStopState.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/LexerChannelAction.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/OrderedATNConfigSet.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/atn/ATNDeserializationOptions.java
* /opt/cola/permits/1258286449_1643052522.45/0/antlr4-runtime-4-9-sources.jar/antlr/v4/runtime/misc/DoubleKeyMap.java
1.2218 babel-node 7.16.0

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1.2219 clone-response 1.0.2

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1.2224 @babel/helper-get-function-arity

7.16.0

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 */
/**
 * <p>
 * The MurmurHash3 is a fast, non-cryptographic, 128-bit hash function that has
 * excellent avalanche and 2-way bit independence properties.
 * </p>
 * *
 * <p>
 * The C++ MurmurHash3_x64_128(...), revision 150, of the MurmurHash3, written by Austin Appleby,
 * which is in the Public Domain, was the inspiration for this implementation in Java.
* The C++ version can be found at
  *
  * <p>
  *
  * This java implementation pays close attention to the C++ algorithms in order to
  * maintain bit-wise compatibility, but the design is quite different. This implementation has also
  * been extended to include processing of arrays of longs, char or ints, which was not part of the
  * original C++ implementation. This implementation produces the same exact output hash bits as
  * the above C++ method given the same input.</p>
  *
  * <p>In addition, with this implementation, the hash of byte[], char[], int[], or long[] will
  * produce the same hash result if, and only if, all the arrays have the same exact length in
  * bytes, and if the contents of the values in the arrays have the same byte endianness and
  * overall order. There is a unit test for this class that demonstrates this.</p>
  *
  * <p>
  * The structure of this implementation also reflects a separation of code that is dependent on the
  * input structure (in this case byte[], int[] or long[]) from code that is independent of the input
  * structure. This also makes the code more readable and suitable for future extensions.
  * </p>
  *
  * @author Lee Rhodes
  *
  */

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsSketch.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/PreambleUtil.java

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsMergeImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsByteArrayImpl.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/ItemsUpdateImpl.java

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* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/quantiles/DoublesAuxiliary.java
* /opt/ws_local/PERMITS_SQL/1066571456_1593690082.73/0/sketches-core-0-9-0-sources-jar/com/yahoo/sketches/tuple/ArrayOfDoublesUnion.java
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/*  Letters a-z */
/*  Letters A-Z */
/*  Underscore */
/*  Numbers 0-9 */
/* */
/* Punctuation: */
/*  Period, plus, dash, slash, asterisk, percent, angled brackets, */
/*  square brackets, parentheses, braces, caret, vertical bar, */
/*  ampersand, tilde, equals, exclamation point, colon, semicolon, */
/*  comma, and question mark */
/* */
/* Special: */
/*  Number sign (as used in preprocessor) */
/* */
/*  Backslash just before newline as line continuation */
/* */
/* White space:
* Space, horizontal tab, vertical tab, form feed, carriage-return, and line-feed.
* 
* [GLSL Language Specification 4.30.6, section 3.1]
* 
* In this file, we test each of these in turn as follows:
* 
* Identifier characters: All pass through unchanged
* Punctuation: All pass through unchanged
* Special: Empty directive replaced with blank line
* Line continuation merges two lines, then a blank line
* Whitespace: 4 horizontal space characters each replaced with space
* 2 newline characters each replaced with a newline
* 
*/

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ

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<td>GLX client code</td>
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<td>SGI Free Software License B</td>
</tr>
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<td>C11 thread</td>
<td>include/c11/threads*.h</td>
<td>Boost (permissive)</td>
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1.2245 @babel/helper-validator-identifier

7.10.4 7.10.4

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  * /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Source.kt
  * /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Buffer.kt
  * /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/internal/Buffer.kt
  * /opt/cola/permits/1096821398_1601900245.47/0/okio-2-8-0-sources-jar/commonMain/okio/Timeout.kt

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1.2254 jetty-xml 9.4.34.v20201102

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK
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* java.sun.security.ssl

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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### Jdom-contrib version 1.1.3

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May 22, 2015

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
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NekoHTML is written using the Xerces Native Interface (XNI) that is the foundation of the Xerces2 implementation. This enables you to use the NekoHTML parser with existing XNI tools without modification or rewriting code.

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 * https://github.com/marianobarrios/tls-channel
 */
/**
 * Writes a sequence of bytesProduced to this channel from a subsequence of the
 * given buffers.
 *
 * <p>
 * See {@link GatheringByteChannel#write(ByteBuffer[], int, int)} for more
 * details of the meaning of this signature.
 *
 * <p>
 * This method behaves slightly different than the interface specification,
 * with respect to non-blocking responses, see [@link write(ByteBuffer)]
 * for more details.
 *
 * @param srcs   The buffers from which bytesProduced are to be retrieved
 * @param offset The offset within the buffer array of the first buffer from
 * which bytesProduced are to be retrieved; must be non-negative and no
 * larger than <tt>srcs.length</tt>
 * @param length The maximum number of buffers to be accessed; must be
 * non-negative and no larger than <tt>srcs.length</tt>
 * @return The number of bytesProduced written, contrary to the behavior specified
 * in [@link ByteChannel], this method never returns 0, but throws
 * [@link WouldBlockException]
 * @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
 * <tt>length</tt> parameters do not hold
* @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
*                  cannot be completed immediately
* @throws NeedsTaskException if the channel is not configured to run tasks automatically
*                  and a task needs to be executed to complete the operation
* @throws SSLException if the {@link SSLEngine} throws a SSLException
* @throws IOException if the underlying channel throws an IOException
*/

/**
 * Reads a sequence of bytesProduced from this channel into a subsequence of the
 * given buffers.
 *
 * See {@link ScatteringByteChannel#read(ByteBuffer[], int, int)} for more
 * details of the meaning of this signature.
 *
 * This method behaves slightly different than the interface specification,
 * with respect to non-blocking responses, see {@link #read(ByteBuffer)} for
 * more details.
 *
 * @param dsts   The buffers into which bytesProduced are to be transferred
 * @param offset The offset within the buffer array of the first buffer into
 *           which bytesProduced are to be transferred; must be non-negative and no
 *           larger than <tt>dsts.length</tt>
 * @param length The maximum number of buffers to be accessed; must be
 *          non-negative and no larger than <tt>dsts.length</tt>
 *          &nbsp;-&nbsp;<tt>offset</tt>
 *          
 *          @return The number of bytesProduced read, or <tt>-1</tt> if the channel has
 *          reached end-of-stream; contrary to the behavior specified in
 *          {@link ByteChannel}, this method never returns 0, but throws
 *          {@link WouldBlockException}
 * @throws IndexOutOfBoundsException If the preconditions on the <tt>offset</tt> and
 *                                   <tt>length</tt> parameters do not hold
 * @throws WouldBlockException if the channel is in non-blocking mode and the IO operation
 *                  cannot be completed immediately
 * @throws NeedsTaskException if the channel is not configured to run tasks automatically
 *                  and a task needs to be executed to complete the operation
 * @throws SSLException if the {@link SSLEngine} throws a SSLException
 * @throws IOException if the underlying channel throws an IOException
 */

Found in path(s):
* /opt/cola/permits/1136447791_1613767063.08/0/mongodb-driver-core-3-12-4-sources-1-
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*/
/**
 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be "safe" in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
This method acts as bridge between array-based and collection-based APIs.

@return an array containing all of the elements in this deque

*/

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1.2268 form-data 2.3.3 2.3.3

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1.2269 pre-push 0.1.1 0.1.1

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### 1.2271 babel-plugin-syntax-class-properties

#### 6.13.0

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1.2273 jaxb-core 2.3.1

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* /opt/ cola/permits/1258272209_1643050042.71/0/netty-handler-proxy-4-1-42-final-sources-jar/io/netty/handler/proxy/ProxyHandler.java
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  jar/com/google/gson/internal/reflect/PreJava9ReflectionAccessor.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/PreJava9DateFormatProvider.java
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  jar/com/google/gson/internal/reflect/ReflectionAccessor.java
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  jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-
  jar/com/google/gson/internal/JavaVersion.java

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  jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonPrimitive.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/ExclusionStrategy.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSerializationContext.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonArray.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSerializer.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/InstanceCreator.java
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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSyntaxException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/Streams.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonParser.java

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     jar/org/apache/parquet/bytes/SingleBufferInputStream.java
   * /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
     jar/org/apache/parquet/ShouldNeverHappenException.java
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     jar/org/apache/parquet/SemanticVersion.java
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     jar/org/apache/parquet/Strings.java
   * /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
     jar/org/apache/parquet/Files.java
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* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
jar/org/apache/parquet/bytes/HeapByteBufferAllocator.java
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  jar/org/apache/parquet/Exceptions.java
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  jar/org/apache/parquet/io/PositionOutputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/hadoop/metadata/CompressionCodecName.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/bytes/MultiBufferInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/DelegatingSeekableInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
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  jar/org/apache/parquet/io/SeekableInputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/io/OutputFile.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
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  jar/org/apache/parquet/io/SeekableInputStream.java
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  jar/org/apache/parquet/io/DelegatingPositionOutputStream.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
  jar/org/apache/parquet/hadoop/codec/CompressionCodecNotSupportedException.java
* /opt/cola/permits/1136206342_1613708930.97/0/parquet-common-1-10-0-sources-1-
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1.2292 bson 1.1.6 1.1.6
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~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
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//
//
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
#include <boost/config.hpp>
#endif
#if defined(BOOST_HAS_PRAGMA_ONCE)
#pragma once
#endif
#include <boost/intrusive/detail/config_begin.hpp>
#include <cstddef>
namespace boost {
  namespace intrusive {
    namespace detail {

    template <typename T, typename U>
    struct is_same

    namespace boost {
    namespace intrusive {
    namespace detail {


{  
  static const bool value = false;
};

template<typename T>
struct is_same<T, T>
{
  static const bool value = true;
};

template<typename T>
struct add_const
{
  typedef const T type;
};

template<typename T>
struct remove_const
{
  typedef T type;
};

template<typename T>
struct remove_const<const T>
{
  typedef T type;
};

template<typename T>
struct remove_cv
{
  typedef T type;
};

template<typename T>
struct remove_cv<const T>
{
  typedef T type;
};

template<typename T>
struct remove_cv<const volatile T>
{
  typedef T type;
};

template<typename T>
struct remove_cv<volatile T>
{
  typedef T type;
};

template<class T>
struct remove_reference
{
  typedef T type;
};

template<class T>
struct remove_reference<T&>
{
  typedef T type;
};
template< class T >
struct remove_pointer
{
    typedef T type;
};

template< class T >
struct remove_pointer<T *>
{
    typedef T type;
};

template< class T >
struct add_pointer
{
    typedef T *type;
};

typedef char one;
struct two {one _[2];};

template< bool C_ >
struct bool_
{
    static const bool value = C_;  
};

template< class Integer, Integer Value >
struct integer
{
    static const Integer value = Value;
};

typedef bool_<true>     true_;
typedef bool_<false>    false_;

typedef true_  true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template<class F, class Param>
struct apply
{
    typedef typename F::template apply<Param>::type type;
};

#if defined(_MSC_VER) && (_MSC_VER >= 1400)

template <class T, class U>
struct is_convertible
{
    static const bool value = __is_convertible_to(T, U);
};
#else

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; }; //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t  dispatch(U);
    static typename remove_reference<T>::type &trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};
#endif

template<bool C, typename T1, typename T2>
struct if_c
{  typedef T1 type;
};

template<  
    typename T1
    , typename T2
>  
struct if_c<false,T1,T2>  
{  
    typedef T2 type;  
};

template<  
    typename C
    , typename T1
    , typename T2
>  
struct if_  
{  
    typedef typename if_c<0 != C::value, T1, T2>::type type;  
};

template<  
    bool C
    , typename F1
    , typename F2
>  
struct eval_if_c  
: if_c<C,F1,F2>::type  
{};

template<  
    typename C
    , typename T1
    , typename T2
>  
struct eval_if  
: if_<C,T1,T2>::type  
{};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity  
{  
    typedef T type;  
};
template<class T, bool Add>
struct add_const_if_c
{
    typedef typename if_c
        < Add
          , typename add_const<T>::type
          , T
        >::type type;
};

//boost::alignment_of yields to 10K lines of preprocessed code, so we
//need an alternative
template <typename T> struct alignment_of;

template <typename T>
struct alignment_of_hack
{
    char c;
    T t;
    alignment_of_hack();
};

template <unsigned A, unsigned S>
struct alignment_logic
{
    static const std::size_t value = A < S ? A : S;
};

template< typename T >
struct alignment_of
{
    static const std::size_t value = alignment_logic
        < sizeof(alignment_of_hack<T>) - sizeof(T)
          , sizeof(T)
        >::value;
};

template<class Class>
class is_empty_class
{
    template <typename T>
    struct empty_helper_t1 : public T
    {
        empty_helper_t1();
        int i[256];
    };
struct empty_helper_t2  
{  
int i[256];  
};

public:
static const bool value = sizeof(empty_helper_t1<Class>) == sizeof(empty_helper_t2);
};

template<std::size_t S>
struct ls_zeros
{
  static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
  static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
  static const std::size_t value = 0;
};

template <typename T> struct unvoid_ref { typedef T &type; };

template <> struct unvoid_ref<void> { struct type_impl { }; typedef type_impl & type; };

template <> struct unvoid_ref<const void> { struct type_impl { }; typedef type_impl & type; };

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME) \
template <typename T, typename DefaultType>                      \
struct boost_intrusive_default_type_##TNAME \
{
  \
  template <typename X>                                        \
  static char test(int, typename X::TNAME*);                 \
  \
  template <typename X>                                        \
  static int test(...);                                       \
  \
  struct DefaultWrap { typedef DefaultType TNAME; };          \
  \
  static const bool value = (1 == sizeof(test<T>(0, 0)));     \
  \
  typedef typename                                            \
  ::boost::intrusive::detail::if_c                         \
  <value, T, DefaultWrap>::type::TNAME type;          \
};
```cpp
//
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)  
    typename INSTANTIATION_NS_PREFIX                                                         
    boost_intrusive_default_type_##TNAME< T, TIMPL >::type                                  
//
#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME)  
    template <typename T, typename DefaultType>                                             
    struct boost_intrusive_eval_default_type_##TNAME                                     
    {                                                                                     
        template <typename X>                                                           
        static char test(int, typename X::TNAME*);                                      
        
        template <typename X>                                                           
        static int test(...);                                                          
        
        struct DefaultWrap                                                             
        { type: typename DefaultType::type TNAME; };                                    
        
        static const bool value = (1 == sizeof(test<T>(0, 0)));                        
        
        typedef typename                                             
            ::boost::intrusive::detail::eval_if_c                                       
            < value                                              
            , ::boost::intrusive::detail::identity<T>                                    
            , ::boost::intrusive::detail::identity<DefaultWrap>                          
            >::type::TNAME type;                                                      
    };  
//
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)  
    typename INSTANTIATION_NS_PREFIX                                                       
    boost_intrusive_eval_default_type_##TNAME< T, TIMPL >::type                          
//
#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, TYPEDEF_TO_FIND)  
    template <class T>                                                                 
    struct TRAITS_PREFIX##_bool                                                    
    {                                                                                  
        template<bool Add>                                                             
            struct two_or_three {one _[2 + Add];};                                     
        template <class U> static one test(...);                                     
        template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int);       
        static const std::size_t value = sizeof(test<T>(0));                         
```
```cpp
\}
\}

namespace,

BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME,
FUNC_NAME) \{
template<typename U, typename Signature> 
class TRAITS_NAME \{
\}
private:

BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) 
struct TRAITS_NAME \{
\}
struct BaseMixin \{
\}
struct Base : public Type, public BaseMixin { Base(); }; 
template<typename T, T t> class Helper{}; 
template<

BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME,
FUNC_NAME) \{

\}

//
```
template <typename T>
inline T* addressof(T& obj)
{
    return static_cast<T*>(
        reinterpret_cast<const char*>(obj));
}

//namespace detail
//namespace intrusive
//namespace boost

#include <boost/intrusive/detail/config_end.hpp>

#include <boost/intrusive/detail/config_begin.hpp>

//BOOST_INTRUSIVE_DETAIL_MPL_HPP
<html>
MPL Interoperability

All the value-based traits in this library conform to MPL's requirements for an Integral Constant type: that includes a number of rather intrusive workarounds for broken compilers.

Purely as an implementation detail, this means that `<code class="computeroutput">true_type</code>` inherits from `<a href="/libs/mpl/doc/refmanual/bool.html" target="_top">bool</a>`, `<code class="computeroutput">false_type</code>` inherits from `<a href="/libs/mpl/doc/refmanual/bool.html" target="_top">bool</a>`, and `<code class="computeroutput">integral_constant</code>` inherits from `<a href="/libs/mpl/doc/refmanual/integral-c.html" target="_top">integral_c</a>` (provided `<code class="computeroutput">T</code>` is not `<code class="computeroutput">bool</code>`).
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
               universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            yield key, line
        return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
names = []
lines = []
with open(filename, 'r') as f:
    content = list(f)
for i, line in enumerate(content[:15]):
    m = re.match(r'^(?P<prefix>\W*)(\(c\))?\s*copyright\s*\((\(c\))\)?s+\d\{4\}(\(s*-\s*\d\{4\})?\s+\(\?P<name>\.+\))\s*S\s*$', line, re.IGNORECASE)
    if m:
        d = m.groupdict()
        prefix.add(d['prefix'])
        lines.append(i)
        names.append(d['name'].strip())
if len(prefix) != 1:
    print 'Not found:', filename
    return
prefix = list(prefix)[0]

print filename
new = iter(new_copyright(filename, names))
with open(filename, 'w') as f:
    for i, line in enumerate(content):
        if i in lines:
            for repl in new:
                print >>f, prefix + repl
        else:
            print >>f, line,
pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)
[article Invalid copyright
[quickbook 1.5]
[copyright No year]
]

Maybe this should pass?

<?xml version="1.0" encoding="utf-8"?>

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---

#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

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#ifdef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#ifndef BOOST_CONFIG_HPP
#  include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif

#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <cstddef>

namespace boost {
namespace container {
namespace container_detail {

template <class T, T val>
struct integral_constant
{
  static const T value = val;
  typedef integral_constant<T,val> type;
};

template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
  static const bool value = C_; 
  operator bool() const { return bool_::value; }
};

template< unsigned V_ >
struct unsigned_ : integral_constant<unsigned, V_>
{
  static const unsigned value = V_; 
  operator unsigned() const { return unsigned_::value; }
};

typedef bool_<true>        true_;
typedef bool_<false>       false_;
typedef true_  true_type;
typedef false_ false_type;
typedef char yes_type;
struct no_type
{
char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};

template <class T>
struct enable_if_c<false, T> { };

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> { };

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> { };

template <bool B, class T = void>
struct disable_if_c : public enable_if_c<!B, T> { };

#if defined(_MSC_VER) && (_MSC_VER >= 1400)
    template <class T, class U>
    struct is_convertible{
        static const bool value = __is_convertible_to(T, U);
    };
#else
    template <class T, class U>
    class is_convertible{
        typedef char true_t;
        class false_t { char dummy[2]; };
        //use any_conversion as first parameter since in MSVC
        //overaligned types can't go through ellipsis
        static false_t dispatch(...);
        static true_t  dispatch(U);
        static T &trigger();
        public:
        static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
    };
#endif

template<class T, class U>
class is_convertible{
    typedef char true_t;
    class false_t { char dummy[2]; };
    //use any_conversion as first parameter since in MSVC
    //overaligned types can't go through ellipsis
    static false_t dispatch(...);
    static true_t  dispatch(U);
    static T &trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

#endif

template<
    bool C
struct if_c
{
  typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
{
  typedef T2 type;
};

template<
    typename T1
    , typename T2
    , typename T3
>
struct if_
{
  typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
{
  typedef Pair argument_type;
  typedef typename Pair::first_type result_type;

  template<class OtherPair>
  const typename Pair::first_type& operator()(const OtherPair& x) const
  {  return x.first;  }

  const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
  {  return x;  }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
{
  typedef T argument_type;
  typedef T result_type;

typedef T type;
const T& operator()(const T& x) const
{ return x; }
};

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

template <std::size_t OrigSize, std::size_t RoundTo>
struct ct_rounded_size
{
    static const std::size_t value = ((OrigSize-1)/RoundTo+1)*RoundTo;
};

template <typename T> struct unvoid { typedef T type; };
template <> struct unvoid<void> { struct type { }; };
template <> struct unvoid<const void> { struct type { }; };

} //namespace container_detail {
} //namespace container {
} //namespace boost {

#include <boost/container/detail/config_end.hpp>

#endif   //#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

This is an attempt to acknowledge early contributions to the garbage collector. Later contributions should instead be mentioned in README.changes.

HISTORY -

Early versions of this collector were developed as a part of research
The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

More recent contributors are mentioned in the modification history in README.changes. My apologies for any omissions.

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

Robert Brazile (brazile@diamond.bbn.com) originally supplied the ULTRIX code. Al Dosser (dossier@src.dec.com) and Regis Cridlig (Regis.Cridlig@cl.cam.ac.uk) subsequently provided updates and information on variation between ULTRIX systems. Parag Patel (parag@netcom.com) supplied the A/UX code. Jesper Peterson(jep@mtiame.mtia.oz.au), Michel Schinz, and Martin Tauchmann (martintauchmann@bigfoot.com) supplied the Amiga port. Thomas Funke (thf@zelator.in-berlin.de(?)) and Brian D.Carlstrom (bdc@clark.lcs.mit.edu) supplied the NeXT ports. Douglas Steel (doug@wg.icl.co.uk) provided ICL DRS6000 code. Bill Janssen (janssen@parc.xerox.com) supplied the SunOS dynamic loader specific code. Manuel Serrano (serrano@cornas.inria.fr) supplied linux and Sony News specific code. Al Dosser provided Alpha/OSF/1 code. He and Dave Detlefs(detlefs@src.dec.com) also provided several generic bug fixes. Alistair G. Crooks(agenda@uts.amdahl.com) supplied the NetBSD and 386BSD ports. Jeffrey Hsu (hsu@soda.berkeley.edu) provided the FreeBSD port. Brent Benson (brent@jade.ssd.csd.harris.com) ported the collector to a Motorola 88K processor running CX/UX (Harris NightHawk). Ari Huttunen (Ari.Huttunen@hut.fi) generalized the OS/2 port to nonIBM development environments (a nontrivial task). Patrick Beard (beard@cs.ucdavis.edu) provided the initial MacOS port. David Chase, then at Olivetti Research, suggested several improvements. Scott Schwartz (schwartz@ groucho.cse.psu.edu) supplied some of the code to save and print call stacks for leak detection on a SPARC. Jesse Hull and John Ellis supplied the C++ interface code. Zhong Shao performed much of the experimentation that led to the current typed allocation facility. (His dynamic type inference code hasn't
made it into the released version of the collector, yet.)

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<article id="copyright_test" last-revision="DEBUG MODE Date: 2000/12/20 12:00:00 $"
xmlns:xi="http://www.w3.org/2001/XInclude">
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//
//
/////////////////////////////////////////////////////////////////////////////

#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
#define BOOST_INTERPROCESS_DETAIL_MPL_HPP

#ifndef BOOST_CONFIG_HPP
  #include <boost/config.hpp>
#endif

#if defined(BOOST_HAS_PRAGMA_ONCE)
  #pragma once
#endif

#include <cstddef>
namespace boost {
  namespace interprocess {
    namespace ipcdetail {
      
      template <class T, T val>
      struct integral_constant {
        static const T value = val;
        typedef integral_constant<T,val> type;

      }
template< bool C_ >
struct bool_ : integral_constant<bool, C_>
{
    static const bool value = C_; 
};

typedef bool_<true>        true_;
typedef bool_<false>       false_; 

typedef true_  true_type;
typedef false_ false_type;

typedef char yes_type;
struct no_type
{
    char padding[8];
};

template <bool B, class T = void>
struct enable_if_c {
    typedef T type;
};
template <class T>
struct enable_if_c<false, T> {};  

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {}; 

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {}; 

template <class T, class U>
class is_convertible
{
    typedef char true_t;
    class false_t { char dummy[2]; }; 
    static true_t dispatch(U);
    static false_t dispatch(...);
    static T trigger();
    public:
    static const bool value = sizeof(dispatch(trigger())) == sizeof(true_t);
};

template<
    bool C
struct if_c
{
    typedef T1 type;
};

template<
    typename T1
    , typename T2
>
struct if_c<false,T1,T2>
{
    typedef T2 type;
};

template<
    typename T1
    , typename T2
    , typename T3
>
struct if_
{
    typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template <class Pair>
struct select1st
//   : public std::unary_function<Pair, typename Pair::first_type>
{
    template<class OtherPair>
    const typename Pair::first_type& operator()(const OtherPair& x) const
    {  return x.first;  }

    const typename Pair::first_type& operator()(const typename Pair::first_type& x) const
    {  return x;  }
};

// identity is an extension: it is not part of the standard.
template <class T>
struct identity
//   : public std::unary_function<T,T>
{
    typedef T type;
    const T& operator()(const T& x) const
    {  return x;  }
All the value based traits in this library conform to MPL's requirements for an [Integral Constant type](../../../../libs/mpl/doc/refmanual/integral-constant.html): that includes a number of rather intrusive workarounds for broken compilers.

Purely as an implementation detail, this means that `__true_type` inherits from [boost::mpl::true_](../../../../libs/mpl/doc/refmanual/bool.html), `__false_type` inherits from [boost::mpl::false_](../../../../libs/mpl/doc/refmanual/bool.html), and `__integral_constant<T, v>` inherits from [boost::mpl::integral_c<T,v>](../../../../libs/mpl/doc/refmanual/integral-c.html) (provided `T` is not `bool`).
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*
*/

#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

//
// split_path is a small helper for outputting a path name,
// complete with a link to that path:
//
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){}
private:
split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
{
    os << "<a href=" << (p.root / p.file).string() << ">
" << p.file.string() << ">
";
    return os;
}

std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        msg += " for output."
        ;
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }
    os << "<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN"\n"
"<html>\n"
"<head>\n"
"<title>Boost Licence Dependency Information";
    if(m_module_list.size() == 1)
    {
        os << " for " << *(m_module_list.begin());
    }
if(m_module_list.size() == 1)
{
    os << " for " << *(m_module_list.begin());
}

os << "</H1>";

if(!m_bsl_summary_mode)
{
    os << " <a href="#summary">Licence Summary</a>
    
    os << " <a href="#details">Licence Details</a>
    
while(i != j)
{
    // title:
    os << " <A href="#"" " make_link_target(licenses.first[i->first].license_name) << ">
    " << licenses.first[i->first].license_name << "</a>";
    ++i;
}

os << " <a href="#files">Files with no recognised license</a>
    
    os << " <a href="#authors">Files with no recognised copyright holder</a>
    
if(!m_bsl_summary_mode)
{
    os << "Moving to the Boost Software License...
    " << " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a>
    " << " <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a>
    " << " <a href="#not-to-bsl">Files that can <b>NOT</b> be moved to the Boost Software License</a>
    " << " <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a>
    " << " <a href="#copyright">Copyright Holder Information</a>
    
    os << " <a href="#depend">File Dependency Information</a>
    
    // input Information:
    //
    os << " <a name="input"></a><h2>Input Information</h2>
    
    os << " The following files were scanned for boost dependencies:";
else
The following Boost modules were checked:

```cpp
std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>
    ++si;
}
```

The Boost path was:

```cpp
os << "/p>The Boost path was: <code>" << m_boost_path.string() << "</code></p>";
```

```cpp
//
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
//
fileview version_file(m_boost_path / "boost/version.hpp");
```

```cpp
static const boost::regex version_regex(       "^[[:blank:]]*#\[[[:blank:]]*define\[[[:blank:]]*BOOST_VERSION\[[[:blank:]]*\((\d+)\);
```

```cpp
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
    os << "/p>The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "." << version % 100 << "</p>\n";
}
```

```cpp
//
// output each license:
//
```

```cpp
i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    // start with the summary:
    //
    os << "><a name="\summary">\</a><h2>Licence Summary</h2>\n";
    while(i != j)
    {
        // title:
        os << "<H3>" << licenses.first[i->first].license_name << "</H3>\n";
        // license text:
        os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
        // Copyright holders:
        os << "<P>This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href="#" make_link_target(licenses.first[i->first].license_name) << "">(see details)</a>";
```

```cpp
```
os << "</H3><A name=""""</a>" << licenses.first[i->first].license_name << "</H3>
";
// license text:
os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>
";
if(!_m_bsl_summary_mode || (license_index >= 3))
{
    // Copyright holders:
    os << "<P>This license is used by the following " << i->second.authors.size() << " copyright holders:
";
    set::set<fs::path, path_less>::const_iterator m, n;
    m = i->second.files.begin();
    n = i->second.files.end();
    while(m != n)
    {
        os << split_path(m_boost_path, *m) << "<br>
";
        ++m;
    }
    os << "</P></BLOCKQUOTE>
";
    // Files using this license:
    os << "<BR>This license applies to the following " << i->second.files.size() << " files:
";
    m = i->second.files.begin();
    n = i->second.files.end();
    while(m != n)
    {
        os << split_path(m_boost_path, *m) << "<br>
";
        ++m;
    }
    os << "</P></BLOCKQUOTE>
";
}
else
{
This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).
" << i->second.files.size() << " files (list omitted for brevity).
" << i->second.authors.size() << " authors (list omitted for brevity).
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" << i->second.authors.size() << " authors (list omitted for brevity).
" << i->second.files.size() << " files (list omitted for brevity).
typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>::const_iterator conv_iterator;

conv_iterator i = m_converted_to_bsl.begin(),
ie = m_converted_to_bsl.end();

int file_num = 1;
while (i != ie)
{
    os << "<P>[" << file_num << "] File: <tt>" << split_path(m_boost_path, i->first)
<< "</tt><br>
<table border="1">
  <tr>
    <td><pre>
" << i->second.first << "</pre></td>
    <td><pre>
" << i->second.second << "</pre></td>
  </tr>
</table>
";
    ++i;
    ++file_num;
}

//
// Output list of files that could be moved over to the Boost Software License
//
//
os << "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2>
";
"<P>The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost
Software License, but have not yet been:
";
i2 = m_can_migrate_to_bsl.begin();
j2 = m_can_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

os << "</p></BLOCKQUOTE>";

//
// Output list of files that can not be moved over to the Boost Software License
//
//
os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software
License</h2>
";
"<P>The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software
License because we need the permission of more authors:
";
i2 = m_cannot_migrate_to_bsl.begin();
j2 = m_cannot_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n";
    ++i2;
}

os << "</p></BLOCKQUOTE>";

//
// Output list of authors that we need permission for to move to the BSL
//
//
os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>\n";
"<p>Permission of the following authors is needed before we can convert to the Boost Software License. The list of authors that have given their permission is contained in <code>more/blanket-permission.txt</code>.</p>"

```cpp
std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),
          std::ostream_iterator<std::string>(os, "<br>
"));
```

```
//
// output a table of copyright information:
//
os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1"."\n";
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
os << "<tr><td>" << ad->first << "</td></tr>
++ad;
}
```

```
//
// output file dependency information:
//
os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>
std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
while(fi != efi)
{
os << split_path(m_boost_path, *fi) << " ";
++fi;
}
os << "</pre></BLOCKQUOTE>
```

---

Open Source Used In DNAC Platform Guardian 10120
conv_iterator i = m_converted_to_bsl.begin(),
    ie = m_converted_to_bsl.end();
while(i != ie)
{
    bad_paths.insert(i->first);
    ++i;
}
fi = bad_paths.begin();
efi = bad_paths.end();
os << "<P>For brevity, only files not under the BSL are shown</P>
";
while(fi != efi)
{
    os << split_path(m_boost_path, *fi);
    dep = m_dependencies.find(*fi);
    last_dep = m_dependencies.end();
    std::set<fs::path, path_less> seen_deps;
    if (dep != last_dep)
        while(true)
        {
            os << " -> ";
            if(fs::exists(m_boost_path / dep->second))
                os << split_path(m_boost_path, dep->second);
            else if(fs::exists(dep->second))
                os << split_path(fs::path(), dep->second);
            else
                os << dep->second.string();
            if(seen_deps.find(dep->second) != seen_deps.end())
                { 
                    os << " <I>(Circular dependency!)</I>";
                    break; // circular dependency!!!
                }
            seen_deps.insert(dep->second);
            last_dep = dep;
            dep = m_dependencies.find(dep->second);
            if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
                break;
        }
    os << "\n";
    ++fi;
}
os << "</pre></BLOCKQUOTE>\n";
os << " </body> </html>\n";
if(!os)
{
    std::string msg("Error writing to ");
msg += m_dest_path.string();
msg += ";
std::runtime_error e(msg);
boost::throw_exception(e);
}
}

1.2294 nargs 15.4.1
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1.2295 npm-install-package 2.1.0 2.1.0
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1.2296 jetty-servlets 9.3.27.v20190418

1.2297 debug 3.2.7 3.2.7

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*/

Found in path(s):
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/Application.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/ReflectiveCommandHandler.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/Dialect.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/DispatchCallback.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/BuiltInHighlightStyle.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/ClassNameCompleter.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/BufferedRows.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineOpts.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineHighlighter.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/TableNameCompleter.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SeparatedValuesOutputFormat.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/JsonOutputFormat.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/DatabaseConnection.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlCompleter.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLine.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/VerticalOutputFormat.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/AttributedStyles.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineParser.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/BuiltInDialect.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/XmlAttributeOutputFormat.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineCommandCompleter.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/DatabaseMetaDataHandler.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/BuiltInProperty.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/WrappedSQLException.java
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* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/XmlElementOutputFormat.java
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/SqlLineSignalHandler.java
SQLLine 1.8.0

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JDBC Driver Support

Introduction

SQLLine is a pure-Java console based utility for connecting to relational databases and executing SQL commands. It is similar to other command-line database access utilities like sqlplus for Oracle, mysql for MySQL, and isql for Sybase/SQL Server. Since it is pure-Java, it is platform independent, and will run on any platform that can run Java 1.3 or higher.

License and Terms of Use

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For information on obtaining the software under another license, contact the copyright holder: mwp1@cornell.edu.

Obtaining SQLLine

SQLLine is hosted on SourceForge, and is located at https://sqlline.sf.net. The latest release can be downloaded from https://sqlline.sf.net/download.html.

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Required software

SQLLine depends on the following software:

Java™ Virtual Machine - SQLLine is a pure java program, and requires Java version 1.3 or higher in order to run. The latest JVM can be downloaded from https://java.sun.com.

JLine - SQLLine uses the JLine console reader for command line editing, tab-completion, and command history. It can be downloaded from https://jline.sf.net. Version 0.8.1 or higher is required.

JDBC™ Driver(s) - Since SQLLine uses the Java Database Connectivity package to connect to your database, you need to obtain the correct JDBC driver libraries for your database. Any JDBC compliant driver can be used for this purpose. Drivers can be located by referring to the section on known JDBC drivers, or else by referring to your database vendor's web site.

Installing SQLLine

There are currently no set standards for installing Java software on different platforms. The simplest method for installing SQLLine in a platform independent way is as follows:

Create a new directory/folder where you like. This will be referred to as sqllinedir.

Download sqlline.jar into sqllinedir.

Download the latest jline.jar from https://jline.sf.net into sqllinedir.

Download your database’s JDBC driver files into sqllinedir. Note that some JDBC drivers require some installation, such as uncompressing or unzipping.

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Running SQLLine

SQLLine can be run with the following command:

java {-Djava.ext.dirs=sqllinedir} {sqllinedir/sqlline.jar} [options...] [properties files...]

For example, if your sqllinedir is /usr/share/java (this is typical for Debian Linux), then you might run:

java -Djava.ext.dirs=/usr/share/java/ /usr/share/java/sqlline.jar

Once you have started SQLLine, you will a prompt that reads "sqlline> ". From here, you can enter either SQLLine
commands (beginning with a "!" character), or a SQL statement (if you are currently connected to a database). For example, entering "!help" will display a list of all the available commands.

Connecting to a database

SQLLine is only useful once you are connected to a database. In order to do so, you need to use the "!connect" command, with the JDBC URL of the database you are going to connect to, followed by the username and password (followed optionally by the driver class name). The JDBC URL is specific to the JDBC driver that you are using for your database, but will always start with "jdbc:", and usually has the machine name of the database and the name of the database itself as part of the string. Quotes (both single and double) could be used in case of url, username, password contain spaces. Consult your driver's documentation for details on the URL to use.

For example, to connect to an Oracle database, you might enter:

```
sqline> !connect jdbc:oracle:thin:@localhost:1521:mydb scott tiger oracle.jdbc.driver.OracleDriver
```

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

Once you are connected, the prompt will change the reflect URL of the current connection.

SQLLine can also accept command line options to connect to a database. If a file is specified on the command line, it will be treated as a properties file, and try to connect to the database specified therein. For details, see the properties command documentation.

SQLLine allows you to have multiple connections to databases (either the same database, or a different database) open at the same time. Issuing the connect command multiple times will add the new connection to the list of open connections. The "current" connection (against which all SQL statements will be executed) can be switched with the go command. The currently open connections can be listed with the list command.

Issuing SQL commands

Once you are connected to a database, you can begin SQL statements against the current connection. For example:

Example 1. Issuing SQL commands

```
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM MYTABLE;
```

```
  | ID  |
+-----+---
  | 1   |
```
Command Completion

On UNIX systems, SQLLine allows command-line completion using the tab key. This will be familiar for users of such popular shells as bash and tcsh. In general, hitting the TAB key when part of the way through typing a command will fill in the rest of the command, or else will display a selection of appropriate possibilities.

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script — Save executed commands to a file
set
set — Set a preference
sql
sql — Execute a SQL against a database
tables
tables — List all the tables in the database
verbose
verbose — Enable verbose output
all

Name

all — Execute SQL against all active connections

Synopsis

!all {SQL statement}

Description

Execute the specified SQL against all the current connections.

Example of "all" command

1: jdbc:mysql://localhost/mydb> !list

2 active connections:
#0  open     jdbc:oracle:thin:@localhost:1521:mydb
#1  open     jdbc:mysql://localhost/mydb

1: jdbc:mysql://localhost/mydb> !all DELETE FROM COMPANY;

Executing SQL against: jdbc:oracle:thin:@localhost:1521:mydb
4 rows affected (0.004 seconds)

Executing SQL against: jdbc:mysql://localhost/mydb
1 row affected (3.187 seconds)

1: jdbc:mysql://localhost/mydb>

autocommit

Name

autocommit — Enable or disable automatic transaction commit mode

Synopsis
!autocommit {on/off}

Description

Set autocommit mode on or off. When autocommit is on, every individual SQL statement will be committed after it is issued. Otherwise, the commit command will need to be issued in order to commit any changes to the database.

Example of "autocommit" command

1: jdbc:mysql://localhost/mydb> !autocommit off

Autocommit status: false

1: jdbc:mysql://localhost/mydb>

batch

Name

batch — Start or execute a batch of SQL statements

Synopsis

!batch

Description

Start or execute a batch of SQL statements. The first time the statement is issued, subsequent SQL statements will be deferred until the batch command is issued again. Databases can frequently optimize multiple batched statements (e.g., for bulk data loading) in order to speed up execution.

Example of "batch" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !batch

Batching SQL statements. Run "batch" again to execute the batch.

0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (1);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (2);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (3);
0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO MYTABLE (ID) VALUES (4);
0: jdbc:oracle:thin:@localhost:1521:mydb> !batch

Running batched SQL statements...

COUNT  STATEMENT
1  INSERT INTO MYTABLE (ID) VALUES (1)
1  INSERT INTO MYTABLE (ID) VALUES (2)
1  INSERT INTO MYTABLE (ID) VALUES (3)
INSERT INTO MYTABLE (ID) VALUES (4)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM MYTABLE;

<table>
<thead>
<tr>
<th>ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
</tbody>
</table>

4 rows selected (0.012 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb>

brief

Name

brief — Enable terse output mode

Synopsis

!brief

Description

Set verbose mode off. This will prevent printing of stack traces when errors occur.

Example of "brief" command

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)
java.sql.SQLException: ORA-00942: table or view does not exist

    at oracle.jdbc.dbaccess.DBError.throwSqlException(DBError.java:180)
    at oracle.jdbc.ttc7.TTIoer.processError(TTIoer.java:208)
    at oracle.jdbc.ttc7.Oall7.receive(Oall7.java:543)
    at oracle.jdbc.ttc7.TTC7Protocol.doOall7(TTC7Protocol.java:1451)
    at oracle.jdbc.ttc7.TTC7Protocol.parseExecuteDescribe(TTC7Protocol.java:651)
    at oracle.jdbc.driver.OracleStatement.doExecuteQuery(OracleStatement.java:2110)
    at oracle.jdbc.driver.OracleStatement.doExecuteWithTimeout(OracleStatement.java:2324)
    at oracle.jdbc.driver.OracleStatement.execute(OracleStatement.java:909)
    at sqlline.SqlLine$Commands.sql(SqlLine.java:3183)
    at sqlline.SqlLine.dispatch(SqlLine.java:771)
    at sqlline.SqlLine.begin(SqlLine.java:634)
    at sqlline.SqlLine.main(SqlLine.java:332)
0: jdbc:oracle:thin:@localhost:1521:mydb> !brief

verbose: off

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)

0: jdbc:oracle:thin:@localhost:1521:mydb>
close

Name

close — Close the active connection

Synopsis

!close

description

Close the current connection and remote it from the connection list.

Example of "close" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !list

1 active connection:
  #0 open jdbc:oracle:thin:@localhost:1521:mydb

0: jdbc:oracle:thin:@localhost:1521:mydb> !close

Closing: oracle.jdbc.driver.OracleConnection

sqlline> !list

No active connections

sqlline> 
columns

Name

columns — Display columns of a table
Synopsis

!columns {table name}

Description

List the columns in the specified table.

Example of "columns" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !columns EMPLOYEE

+-------------+--------------+------------+------------+
| TABLE_NAME  | COLUMN_NAME  | DATA_TYPE  | TYPE_NAME  |
+-------------+--------------+------------+------------+
| EMPLOYEE    | ID           | 3          | NUMBER     |
| EMPLOYEE    | FIRST_NAME   | 12         | VARCHAR2   |
| EMPLOYEE    | LAST_NAME    | 12         | VARCHAR2   |
+-------------+--------------+------------+------------+

0: jdbc:oracle:thin:@localhost:1521:mydb>

commandhandler

Name

commandhandler — Adds command handlers with commands

Synopsis

!commandhandler {command handler} {command handler}*

Description

Adds command handlers with commands.
Command handler class must have a constructor accepting Sqlline and implement sqlline.CommandHandler

Example of "commandhandler" command

sqlline> !hello
Unknown command: hello
sqlline> !commandhandler sqlline.extensions.HelloWorldCommandHandler
sqlline> !hello
HELLO WORLD

commit
commit — Commit the current transaction

Synopsis
!commit

Description
Commit the current transaction, if autocommit is off.

Example of "commit" command
0: jdbc:oracle:thin:@localhost:1521:mydb> !autocommit off

Autocommit status: false

0: jdbc:oracle:thin:@localhost:1521:mydb> INSERT INTO EMPLOYEE (ID, FIRST_NAME, LAST_NAME) VALUES (1, 'Bob', 'Smith');
1 row affected (1.254 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> !commit

Commit complete (0.661 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM EMPLOYEE;

+--------------+-------------+------------+
| ID           | FIRST_NAME  | LAST_NAME  |
+--------------+-------------+------------+
| 1            | Bob         | Smith      |
+--------------+-------------+------------+
1 row selected (0.309 seconds)

connect

Name

connect — Connect to a database

Synopsis
!connect [-p property value] {url} [username password] [driver class]
Description

Connect to a database. Quotes could be used in case of having spaces

Example of "connect" command

sqline> !connect jdbc:oracle:thin:@localhost:1521:mydb scott tiger oracle.jdbc.driver.OracleDriver

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

dbinfo

Name

dbinfo — Provide information about the current database

Synopsis

!dbinfo

Description

List metadata information about the current connection.

Example of "dbinfo" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !dbinfo

allProceduresAreCallable false
allTablesAreSelectable false
dataDefinitionCausesTransactionCommit true
dataDefinitionIgnoredInTransactions false
doesMaxRowSizeIncludeBlobs true
getCatalogSeparator
getCatalogTerm
getDbName
getDatabaseProductVersion Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production
getDefaultTransactionIsolation 2
getDriverMajorVersion 9
getDriverMinorVersion 0
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>getDriverName</td>
<td>Oracle JDBC driver</td>
</tr>
<tr>
<td>getDriverVersion</td>
<td>9.0.1.0.0</td>
</tr>
<tr>
<td>getExtraNameCharacters</td>
<td>$#</td>
</tr>
<tr>
<td>getIdentifierQuoteString</td>
<td>&quot;</td>
</tr>
<tr>
<td>getMaxBinaryLiteralLength</td>
<td>1000</td>
</tr>
<tr>
<td>getMaxCatalogNameLength</td>
<td>0</td>
</tr>
<tr>
<td>getMaxCharLiteralLength</td>
<td>2000</td>
</tr>
<tr>
<td>getMaxColumnNameLength</td>
<td>30</td>
</tr>
<tr>
<td>getMaxColumnsInGroupBy</td>
<td>0</td>
</tr>
<tr>
<td>getMaxColumnsInIndex</td>
<td>32</td>
</tr>
<tr>
<td>getMaxColumnsInOrderBy</td>
<td>0</td>
</tr>
<tr>
<td>getMaxColumnsInSelect</td>
<td>0</td>
</tr>
<tr>
<td>getMaxColumnsInTable</td>
<td>1000</td>
</tr>
<tr>
<td>getMaxConnections</td>
<td>0</td>
</tr>
<tr>
<td>getMaxCursorNameLength</td>
<td>0</td>
</tr>
<tr>
<td>getMaxProcedureNameLength</td>
<td>30</td>
</tr>
<tr>
<td>getMaxRowSize</td>
<td>2000</td>
</tr>
<tr>
<td>getMaxSchemaNameLength</td>
<td>30</td>
</tr>
<tr>
<td>getMaxStatementLength</td>
<td>65535</td>
</tr>
<tr>
<td>getMaxStatements</td>
<td>0</td>
</tr>
<tr>
<td>getMaxTableNameLength</td>
<td>30</td>
</tr>
<tr>
<td>getMaxTablesInSelect</td>
<td>0</td>
</tr>
<tr>
<td>getMaxUserNameLength</td>
<td>30</td>
</tr>
<tr>
<td>getNumericFunctions</td>
<td>ABS, CEIL, COS, COSH, EXP, FLOOR, LN, LOG, MOD, POWER, ROUND, SIGN, SIN, SINH, SQRT, TAN, TANH, TRUNC, AVG, COUNT, GLB, LUB, MAX, MIN, STDDEV, SUM, VARIANCE</td>
</tr>
<tr>
<td>getProcedureTerm</td>
<td>procedure</td>
</tr>
<tr>
<td>getSchemaTerm</td>
<td>schema</td>
</tr>
<tr>
<td>getSearchStringEscape</td>
<td>//</td>
</tr>
<tr>
<td>getSQLKeywords</td>
<td>ACCESS, ADD, ALTER, AUDIT, CLUSTER, COLUMN, COMMENT, COMPRESS, CONNECT, DATE, DROP, EXCLUSIVE, FILE, IDENTIFIED, IMMEDIATE, INCREMENT, INDEX, INITIAL, INTERSECT, LEVEL, LOCK, LONG, MAXEXTENTS, MINUS, MODE, NOAUDIT, NOCOMPRESS, NOWAIT, NUMBER, OFFLINE, ONLINE, PCTFREE, PRIOR, all_PL_SQL_reserved_words</td>
</tr>
<tr>
<td>getStringFunctions</td>
<td>CHR, INITCAP, LOWER, LPAD, LTRIM, NLS_INITCAP, NLS_LOWER, NLS_UPPER, REPLACE, RPAD, RTRIM, SOUNDEX,</td>
</tr>
</tbody>
</table>
Open Source Used In DNAC Platform Guardian 10197

SUBSTR, SUBSTRB, TRANSLATE,
UPPER, ASCII, INSTR, INSTRB,
LENGTH, LENGTHB, NLSSORT,
CHARTOROWID, CONVERT,
HEXTORAW, RAWTOHEX,
ROWIDTOCHAR,
TO_CHAR, TO_DATE, TO_LABEL,
TO_MULTI_BYTE, TO_NUMBER,
TO_SINGLE_BYTE

getsystemFunctions                DUMP, GREATEST, GREATEST_LB,
                                   LEAST, LEAST_UB, NVL, UID,
                                   USER, USERENV, VSIZE

getTimeDateFunctions               ADD_MONTHS, LAST_DAY,
                                   MONTHS_BETWEEN, NEW_TIME,
                                   NEXT_DAY, ROUND, SYSDATE,
                                   TRUNC

getURL                            jdbc:oracle:thin:@localhost:1521:mydb

getUserName                      MYDB

isCatalogAtStart                  false
isReadOnly                        false
nullPlusNonNullIsNull            true
nullsAreSortedAtEnd               false
nullsAreSortedAtStart             false
nullsAreSortedHigh                false
nullsAreSortedLow                 true
storesLowerCaseIdentifiers        false
storesLowerCaseQuotedIdentifiers  false
storesMixedCaseIdentifiers        false
storesMixedCaseQuotedIdentifiers  true
storesUpperCaseIdentifiers        true
storesUpperCaseQuotedIdentifiers  false
supportsAlterTableWithAddColumn   true
supportsAlterTableWithDropColumn  false
supportsANSI92EntryLevelSQL       true
supportsANSI92FullSQL             false
supportsANSI92IntermediateSQL     false
supportsBatchUpdates              true
supportsCatalogsInDataManipulation false
supportsCatalogsInIndexDefinitions false
supportsCatalogsInPrivilegeDefinitions false
supportsCatalogsInProcedureCalls  false
supportsCatalogsInTableDefinitions false
supportsColumnAliasing            true
supportsConvert                   true
supportsCoreSQLGrammar            true
supportsCorrelatedSubqueries      true
supportsDataDefinitionAndDataManipulationTransaction true
supportsDataManipulationTransactionsOnly true
<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>supportsDifferentTableCorrelationNames</td>
<td>true</td>
</tr>
<tr>
<td>supportsExpressionsInOrderBy</td>
<td>true</td>
</tr>
<tr>
<td>supportsExtendedSQLGrammar</td>
<td>true</td>
</tr>
<tr>
<td>supportsFullOuterJoins</td>
<td>true</td>
</tr>
<tr>
<td>supportsGroupBy</td>
<td>true</td>
</tr>
<tr>
<td>supportsGroupByBeyondSelect</td>
<td>true</td>
</tr>
<tr>
<td>supportsGroupByUnrelated</td>
<td>true</td>
</tr>
<tr>
<td>supportsIntegrityEnhancementFacility</td>
<td>true</td>
</tr>
<tr>
<td>supportsLikeEscapeClause</td>
<td>true</td>
</tr>
<tr>
<td>supportsLimitedOuterJoins</td>
<td>true</td>
</tr>
<tr>
<td>supportsMinimumSQLGrammar</td>
<td>true</td>
</tr>
<tr>
<td>supportsMixedCaseIdentifiers</td>
<td>false</td>
</tr>
<tr>
<td>supportsMixedCaseQuotedIdentifiers</td>
<td>true</td>
</tr>
<tr>
<td>supportsMultipleResultSets</td>
<td>false</td>
</tr>
<tr>
<td>supportsMultipleTransactions</td>
<td>true</td>
</tr>
<tr>
<td>supportsNonNullableColumns</td>
<td>true</td>
</tr>
<tr>
<td>supportsOpenCursorsAcrossCommit</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenCursorsAcrossRollback</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenStatementsAcrossCommit</td>
<td>false</td>
</tr>
<tr>
<td>supportsOpenStatementsAcrossRollback</td>
<td>false</td>
</tr>
<tr>
<td>supportsOrderByUnrelated</td>
<td>true</td>
</tr>
<tr>
<td>supportsOuterJoins</td>
<td>true</td>
</tr>
<tr>
<td>supportsPositionedDelete</td>
<td>true</td>
</tr>
<tr>
<td>supportsPositionedUpdate</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInDataManipulation</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInIndexDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInPrivilegeDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInProcedureCalls</td>
<td>true</td>
</tr>
<tr>
<td>supportsSchemasInTableDefinitions</td>
<td>true</td>
</tr>
<tr>
<td>supportsSelectForUpdate</td>
<td>true</td>
</tr>
<tr>
<td>supportsStoredProcedures</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInComparisons</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInExists</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInIns</td>
<td>true</td>
</tr>
<tr>
<td>supportsSubqueriesInQuantifieds</td>
<td>true</td>
</tr>
<tr>
<td>supportsTableCorrelationNames</td>
<td>true</td>
</tr>
<tr>
<td>supportsTransactionsNames</td>
<td>true</td>
</tr>
<tr>
<td>supportsUnion</td>
<td>true</td>
</tr>
<tr>
<td>supportsUnionAll</td>
<td>true</td>
</tr>
<tr>
<td>usesLocalFilePerTable</td>
<td>false</td>
</tr>
<tr>
<td>usesLocalFiles</td>
<td>false</td>
</tr>
</tbody>
</table>

```
0: jdbc:oracle:thin:@localhost:1521:mydb>
describe

Name
```
describe — Describe a table

Synopsis

!describe [table name]

Description

Synonym for columns (if an argument is specified) or tables (if no argument is specified).

Example of "describe" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !describe EMPLOYEE

+--------------+------------+-------------+-----------+------------+
| TABLE_SCHEM  | TABLE_NAME | COLUMN_NAME | DATA_TYPE | TYPE_NAME  |
+--------------+------------+-------------+-----------+------------+
| MYDB         | EMPLOYEE   | ID          | 3         | NUMBER     |
| MYDB         | EMPLOYEE   | FIRST_NAME  | 12        | VARCHAR2   |
| MYDB         | EMPLOYEE   | LAST_NAME   | 12        | VARCHAR2   |
+--------------+------------+-------------+-----------+------------+

0: jdbc:oracle:thin:@localhost:1521:mydb>

dropall

Name

dropall — Drop all tables in the database or in the schema

Synopsis

!dropall [schema_pattern]

Description

Drop every table in the database.

Example of "dropall" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !dropall

Really drop every table in the database? (y/n) y

1/5 DROP TABLE COMPANY;
2/5 DROP TABLE EMPLOYEE;
3/5 DROP TABLE PROJECTS;
4/5 DROP TABLE EMPLOYEE_PROJECTS;
DROP TABLE COMPANYEMPLOYEES;

0: jdbc:oracle:thin:@localhost:1521:mydb>

Warning on using "dropall"

Warning

This command will destroy all data in the database (subject to access restrictions). Use with extreme caution.

exportedkeys

Name

exportedkeys — List exported foreign keys for a database

Synopsis

!exportedkeys {table name}

Description

List all the foreign keys that are exported by the specified table.

Example of "exportedkeys" command

0: jdbc:hsqldb:db-hypersonic> !exportedkeys COMPANY

+----------------+---------------+----------------+-------------+
| PKTABLE_SCHEM  | PKTABLE_NAME  | PKCOLUMN_NAME  | FKTABLE_CAT |
+----------------+---------------+----------------+-------------+
|                | COMPANY       | COMPANY_ID     |             |
+----------------+---------------+----------------+-------------+

0: jdbc:hsqldb:db-hypersonic>

go

Name

go — Change to a different active connection

Synopsis

!go {connection number}

Description
Switch to the specified connection.

Example of "go" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !list

2 active connections:
#0  open   jdbc:oracle:thin:@localhost:1521:mydb
#1  open   jdbc:mysql://localhost/mydb

0: jdbc:oracle:thin:@localhost:1521:mydb> !go 1

1: jdbc:mysql://localhost/mydb> !go 0

0: jdbc:oracle:thin:@localhost:1521:mydb>

help

Name

help — Display help information

Synopsis

!help

Description

Display information about allowed commands.

Example of "help" command

sqlline> !help
!all Execute the specified SQL against all the current connections
!appconfig Set custom application configuration class name
!autocommit Set autocommit mode on or off
!batch Start or execute a batch of statements
!brief Set verbose mode off
!call Execute a callable statement
!close Close the current connection to the database
!closeall Close all current open connections
!columns List all the columns for the specified table
!commandhandler Add a command handler
!commit Commit the current transaction (if autocommit is off)
!connect Open a new connection to the database
!dbinfo Give metadata information about the database
!describe Describe a table
!dropall Drop all tables in the current database
!exportedkeys List all the exported keys for the specified table
!go Select the current connection
!help Print a summary of command usage
!history Display the command history
    -d Print timestamps for each event (default for !history)
    -f Print full time date stamps in the US format
    -E Print full time date stamps in the European format
    -i Print full time date stamps in ISO8601 format
    -n Suppresses command numbers
    -r Reverses the order of the commands
!importedkeys List all the imported keys for the specified table
!indexes List all the indexes for the specified table
!isolation Set the transaction isolation for this connection
!list List the current connections
!manual Display the SQLLine manual
!metadata Obtain metadata information
!nativesql Show the native SQL for the specified statement
!nickname Create a friendly name for the connection (updates command prompt)
!outputformat Set the output format for displaying results (table, vertical, csv, tsv, xmlattrs, xmlelements, json, ansiconsol)
!primarykeys List all the primary keys for the specified table
!procedures List all the procedures
!prompthandler Set custom prompt handler class name
!properties Connect to the database specified in the properties file(s)
!quit Exits the program
!reconnect Reconnect to the database
!record Record all output to the specified file
!rehash Fetch table and column names for command completion
!rollback Roll back the current transaction (if autocommit is off)
!run Run a script from the specified file
!save Save the current variables and aliases
!schemas List all the schemas in the database
!scan Scan for installed JDBC drivers
!script Start saving a script to a file
!set Set a sqlline variable
!sql Execute a SQL command
!tables List all the tables in the database
!typeinfo Display the type map for the current connection
!verbose Set verbose mode on

Variables:

<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
autoCommit    true/false Enable/disable automatic transaction commit
autoSave     true/false Automatically save preferences
color        true/false Control whether color is used for display
colorScheme  chester/dark/dracula/light/obsidian/solarized/vs2010
Syntax highlight schema
confirm      true/false Prompts for confirmation before running
commands specified in confirmPattern
confirmPattern pattern  Pattern commands to issue prompt before execution
csvDelimiter String     Delimiter in csv outputFormat
csvQuoteCharacter char  Quote character in csv outputFormat
dateFormat   pattern    Format dates using SimpleDateFormat pattern
escapeOutput true/false Escape control symbols in output
fastConnect  true/false Skip building table/column list for tab-completion
force        true/false Continue running script even after errors
headerInterval integer    The interval between which headers are displayed
historyFile  path       File in which to save command history. Default is
                       $HOME/.sqlline/history (UNIX, Linux, Mac OS),
                       $HOME/sqlline/history (Windows)
incremental  true/false Do not receive all rows from server before
printing the first row; uses fewer resources,
especially for long-running queries, but column
widths may be incorrect
incrementalBufferSize integer Enter incremental mode if a query returns more
than “incrementalBufferSize”.
isolation     LEVEL      Set transaction isolation level
maxColumnWidth integer    The maximum width to use when displaying columns
maxHeight     integer    The maximum height of the terminal
maxWidth      integer    The maximum width of the terminal
maxHistoryFileRows integer The maximum number of history rows
                      to store in history file
maxHistoryRows integer    The maximum number of history rows
                      to store in memory
mode          emacs/vi   The editing mode
nullValue     String     Use String in place of NULL values
numberFormat  pattern    Format numbers using DecimalFormat pattern
outputFormat  table/vertical/csv/tsv/xmlattrs/xmlelements/json/ansiconsole
Format mode for result display
prompt       pattern    Format prompt
propertiesFile path      File from which SQLLine reads properties on
startup; default is
                       $HOME/.sqlline/sqlline.properties (UNIX, Linux,
                       macOS), $HOME/sqlline/sqlline.properties (Windows)
rightPrompt   pattern    Format right prompt
rowLimit      integer    Maximum number of rows returned from a query; zero
                       means no limit
showCompletionDesc true/false Display help for completions
showElapsedTime true/false Display execution time when verbose
showHeader    true/false Show column names in query results
showNestedErrs  true/false  Display nested errors
showWarnings  true/false  Display connection warnings
silent  true/false  Be more silent
strictJdbc  true/false  Use strict JDBC
timeFormat  pattern  Format times using SimpleDateFormat pattern
timeout  integer  Query timeout in seconds; less than zero means no timeout
timestampFormat  pattern  Format timestamps using SimpleDateFormat pattern
trimScripts  true/false  Remove trailing spaces from lines read from script files
verbose  true/false  Show verbose error messages and debug info

Key-strokes:
alt-b  Backward word
alt-c  Capitalize word
alt-d  Kill word
alt-f  Forward word
alt-h  Next color scheme
alt-l  Lowercase word
alt-n  History search forward
alt-p  History search backward
alt-t  Transpose words
alt-u  Uppercase word

ctrl-a  To the beginning of line
ctrl-b  Backward char
ctrl-d  Delete char
ctrl-e  To the end of line
ctrl-f  Forward char
ctrl-h  Backward delete char
ctrl-i  Complete
ctrl-j  Enter
ctrl-k  Kill the line
ctrl-m  Enter
ctrl-n  Down line or history
ctrl-p  Up line or history
ctrl-r  History incremental search backward
ctrl-s  History incremental search forward
ctrl-t  Transpose chars
ctrl-u  Kill the whole line
ctrl-w  Backward kill the line

Comments, bug reports, and patches go to ???
sqlline>
Name

history — Display the command history
- d Print timestamps for each event (default for !history)
- f Print full time date stamps in the US format
- E Print full time date stamps in the European format
- i Print full time date stamps in ISO8601 format
- n Suppresses command numbers
- r Reverses the order of the commands

Synopsis

!history

Description

Display the command history.

Example of "history" command

sqlline> !history

1. !outputformat xmlelements
2. SELECT * FROM PCPOINT;
3. !outputformat vertical
4. SELECT * FROM PCPOINT;
5. !tables

sqlline>

importedkeys

Name

importedkeys — List imported foreign keys for a database

Synopsis

!importedkeys {table name}

Description

List all the foreign keys that are imported by the specified table.

Example of “importedkeys” command

0: jdbc:hsqldb:db-hypersonic> !importedkeys EMPLOYEE
indexes

Name

indexes — Display indexes for a table

Synopsis

!indexes {table name}

Description

List all the indexes on the specified table name.

Example of “indexes” command

0: jdbc:oracle:thin:@localhost:1521:mydb> !indexes EMPLOYEE

+-------------+-------------+-----------------+-------+--------------+
<table>
<thead>
<tr>
<th>TABLE_NAME</th>
<th>NON_UNIQUE</th>
<th>INDEX_NAME</th>
<th>TYPE</th>
<th>COLUMN_NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMPLOYEE</td>
<td>0</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>EMPLOYEE</td>
<td>0</td>
<td>SYS_C003115849</td>
<td>1</td>
<td>ID</td>
</tr>
<tr>
<td>EMPLOYEE</td>
<td>1</td>
<td>FIRST_NAME</td>
<td>1</td>
<td>FIRST_NAME</td>
</tr>
<tr>
<td>EMPLOYEE</td>
<td>1</td>
<td>LAST_NAME</td>
<td>1</td>
<td>LAST_NAME</td>
</tr>
</tbody>
</table>
+-------------+-------------+-----------------+-------+--------------+

isolation

Name

isolation — Set the transaction isolation mode for the active connection

Synopsis

!isolation {isolation level}
Description

Set the isolation level for the current transaction. For a description of the different isolation levels, see https://java.sun.com/j2se/1.3/docs/api/java/sql/Connection.html#field_detail. If the specified isolation level is not supported or DEFAULT is specified then there will be used level returned by java.sql.DatabaseMetaData#getDefaultTransactionIsolation

Example of "isolation" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !isolation TRANSACTION_READ_UNCOMMITTED
Error: READ_COMMITTED and SERIALIZABLE are the only valid transaction levels (state=,code=17030)

0: jdbc:oracle:thin:@localhost:1521:mydb> !isolation TRANSACTION_SERIALIZABLE
Transaction isolation: TRANSACTION_SERIALIZABLE

0: jdbc:oracle:thin:@localhost:1521:mydb>

list

Name

list — Display all active connections

Synopsis

!list

Description

List all the current connections.

Example of "list" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !list

2 active connections:
#0 open    jdbc:oracle:thin:@localhost:1521:mydb
#1 open    jdbc:mysql://localhost/mydb

0: jdbc:oracle:thin:@localhost:1521:mydb>

metadata

Name

metadata — Invoke arbitrary metadata commands
Synopsis

`!metadata {methodname} {params...}`

Description

Execute an arbitrary metadata method against the current connection. Refpurpose are separated by spaces. Use "" for a blank String, and null for a null parameter. For information on available metadata methods, see https://java.sun.com/j2se/1.3/docs/api/java/sql/DatabaseMetaData.html.

Example of "metadata" command

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !metadata supportsSelectForUpdate
true
0: jdbc:oracle:thin:@localhost:1521:mydb> !metadata getTypeInfo

+------------+------------+-------------+-----------------+-----------------+
| TYPE_NAME  | DATA_TYPE  |  PRECISION  | LITERAL_PREFIX  | LITERAL_SUFFIX  |
+------------+------------+-------------+-----------------+-----------------+
| NUMBER     | -7         | 1           |                 |                 |
| NUMBER     | -6         | 3           |                 |                 |
| NUMBER     | -5         | 38          |                 |                 |
| LONG RAW   | -4         | -7          | 2147483647      | '               |
| RAW        | -3         | -7          | 2000            | '               |
| LONG       | -1         | -7          | 2147483647      | '               |
| CHAR       | 1          | 2000        | '               | '               |
| NUMBER     | 2          | 38          |                 |                 |
| NUMBER     | 4          | 10          |                 |                 |
| NUMBER     | 5          | 5           |                 |                 |
| FLOAT      | 6          | 63          |                 |                 |
| REAL       | 7          | 63          |                 |                 |
| VARCHAR2   | 12         | 4000        | '               | '               |
| DATE       | 93         | 7           |                 |                 |
| STRUCT     | 2002       | 0           | '               | '               |
| ARRAY      | 2003       | 0           | '               | '               |
| BLOB       | 2004       | 0           | 4294967295      |                 |
| CLOB       | 2005       | 0           | 4294967295      |                 |
| REF        | 2006       | 0           | '               | '               |
+------------+------------+-------------+-----------------+-----------------+
```

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !meta getProcedureColumns null % %JAVA% %

+----------------+------------------+------------------------+--------------+
| PROCEDURE_CAT  | PROCEDURE_SCHEM  |     PROCEDURE_NAME     | COLUMN_NAME  |
+----------------+------------------+------------------------+--------------+
```

Open Source Used In DNAC Platform Guardian 10208
outputformat

Name

outputformat — Change the method for displaying SQL results

Synopsis

!outputformat {format name}

Description

Set the mode for displaying results from statements. This is useful for saving output from SQL statements to either a visually pleasing format or an easily parseable format.

In the case of csv or table outputformat there could be specified additional parameters like csv delimiter, csv quote character, max column width.

Such settings will change corresponding properties' values. If the parameters not specified then properties are left as is.

Example of table output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat table
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
+------------+--------+
| COMPANY_ID | NAME   |
|------------+--------+
| 1          | Apple  |
| 2          | Sun    |
| 3          | IBM    |
| 4          | Microsoft |
+------------+--------+
4 rows selected (0.012 seconds)

Example of vertical output formatting

0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat vertical
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
COMPANY_ID | NAME
------------|--------
1           | Apple  
2           | Sun    
3           | IBM    
4           | Microsoft 

4 rows selected (0.012 seconds)
<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Sun</td>
</tr>
<tr>
<td>3</td>
<td>IBM</td>
</tr>
<tr>
<td>4</td>
<td>Microsoft</td>
</tr>
</tbody>
</table>

4 rows selected (0.011 seconds)

Example of CSV output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !set outputFormat csv
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
@COMPANY_ID###@NAME@
@1###@Apple@
@2###@Sun@
@3###@IBM@
@4###@Microsoft@
4 rows selected (0.014 seconds)
```

Example of TSV output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat tsv
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
‘COMPANY_ID’ ‘NAME’
‘1’ ‘Apple’
‘2’ ‘Sun’
‘3’ ‘IBM’
‘4’ ‘Microsoft’
4 rows selected (0.013 seconds)
```

Example of XML attribute output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xmlattr
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
<resultset>
  <result COMPANY_ID="1" NAME="Apple"/>
  <result COMPANY_ID="2" NAME="Sun"/>
  <result COMPANY_ID="3" NAME="IBM"/>
  <result COMPANY_ID="4" NAME="Microsoft"/>
</resultset>
4 rows selected (0.012 seconds)
```

Example of XML element output formatting

```
0: jdbc:oracle:thin:@localhost:1521:mydb> !outputformat xml
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;
<resultset>
  <result COMPANY_ID="1" NAME="Apple"/>
  <result COMPANY_ID="2" NAME="Sun"/>
  <result COMPANY_ID="3" NAME="IBM"/>
  <result COMPANY_ID="4" NAME="Microsoft"/>
</resultset>
4 rows selected (0.012 seconds)
```
Example of JSON output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !outputformat json
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
{"resultset":[
{"COMPANY_ID":1,"NAME":"Apple"},
{"COMPANY_ID":2,"NAME":"Sun"},
{"COMPANY_ID":3,"NAME":"IBM"},
{"COMPANY_ID":4,"NAME":"Microsoft"}
]}
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
```

Example of AnsiConsole output formatting

```
0: jdbc:calcite:model=target/test-classes/mod> !outputformat ansiconsole
0: jdbc:calcite:model=target/test-classes/mod> SELECT * FROM COMPANY;
COMPANY_ID NAME
1 Apple
2 Sun
3 IBM
4 Microsoft
4 rows selected (0.03 seconds)
0: jdbc:calcite:model=target/test-classes/mod>
```
primarykeys

Name

primarykeys — Display the primary key columns for a table

Synopsis

!primarykeys {table name}

Description

List all the primary keys for the specified table.

Example of "primarykeys" command

0: jdbc:hsqldb:db-hypersonic> !primarykeys COMPANY

+--------------+-------------+--------------+----------+----------+
| TABLE_SCHEM  | TABLE_NAME  | COLUMN_NAME  | KEY_SEQ  | PK_N     |
+--------------+-------------+--------------+----------+----------+
|              | COMPANY     | COMPANY_ID   | 1        | SYS_PK_C |
+--------------+-------------+--------------+----------+----------+
0: jdbc:hsqldb:db-hypersonic>

procedures

Name

procedures — List stored procedures

Synopsis

!procedures [procedure name pattern]

Description

Display a list of all the stored procedures that are exposed by the current database.

Example of "procedures" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !procedures %JDBC%

+----------------+------------------+------------------+
| PROCEDURE_CAT   | PROCEDURE_SCHEM   | PROCEDURE_NAME   |
+----------------+------------------+------------------+
| WK_ADM         | WKSYS            | GET_JDBC_DRIVER  |
properties

Name

properties — Connect to the database defined in the specified properties file.

Synopsis

!properties {file}

Description

Connect to the database defined in the specified properties file. The properties file is expected to have the following values:

url: the database URL to which to connect

driver: the driver class that handles the URL. If unspecified, SQLLine with automatically scan the CLASSPATH for an appropriate driver

user: the username to use to connect to the database. If unspecified, SQLLine will prompt for it.

password: the password to use to connect to the database. If unspecified, SQLLine will prompt for it.

The key names in the properties file can also use JDO semantics for the properties. These properties are "javax.jdo.option.ConnectionURL", "javax.jdo.option.ConnectionDriverName", "javax.jdo.option.ConnectionUserName", and "javax.jdo.option.ConnectionPassword". Furthermore, any properties that end with "ConnectionURL", "ConnectionDriverName", "ConnectionUserName", and "ConnectionPassword" will be used for the connection.

Example of "properties" command

sqlline> !properties test.properties

Connecting to jdbc:mysql://localhost/mydb

Enter password for jdbc:mysql://localhost/mydb: *****

Connected to: MySQL (version 3.23.52-log)
Driver: MySQL-AB JDBC Driver (version 3.0.8-stable ( $Date: 2008/12/10 $, $Revision: #3 $ ))
Autocommit status: true
Transaction isolation: TRANSACTION_READ_COMMITTED
0: jdbc:mysql://localhost/mydb>

quit

Name

quit — Exit SQLLine

Synopsis

!quit

Description

Exit SQLLine.

Example of ”reconnect” command

0: jdbc:hsqldb:db-hypersonic> !quit

Closing: org.hsqldb.jdbcConnection

reconnect

Name

reconnect — Reconnect to the current database

Synopsis

!reconnect

Description

Reconnect to the current database.

Example of ”reconnect” command

0: jdbc:oracle:thin:@localhost:1521:mydb> !reconnect

Reconnecting to "jdbc:oracle:thin:@localhost:1521:mydb"

Closing: oracle.jdbc.driver.OracleConnection@4428d3

Connected to: Oracle (version Oracle9i Enterprise Edition Release 9.2.0.1.0 - Production
With the Partitioning, OLAP and Oracle Data Mining options
JServer Release 9.2.0.1.0 - Production)
Driver: Oracle JDBC driver (version 9.0.1.0.0)
Autocommit status: true

0: jdbc:oracle:thin:@localhost:1521:mydb>

record

Name

record — Begin recording all output from SQL commands

Synopsis

!record [file name]

Description

Save all output from the session to the specified file.

Example of "record" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !record /tmp/mysession.out

Saving all output to "/tmp/mysession.out". Enter "record" with no arguments to stop it.

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+-------------+------------+
| COMPANY_ID  |    NAME    |
+-------------+------------+
| 3           | IBM        |
| 4           | Microsoft  |
| 1           | Apple      |
| 2           | Sun        |
+-------------+------------+
4 rows selected (0.011 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> !record

Recording stopped.

0: jdbc:oracle:thin:@localhost:1521:mydb> !record

Recording stopped.

0: jdbc:oracle:thin:@localhost:1521:mydb>

rehash

Name

rehash — Obtain a list of all tables and columns from the database

Synopsis
!rehash

Description

Get a list of all tables and columns from the database in order to include them in the list for tab-completion of SQL statements. This is done automatically on connect when the fastconnect option is enabled.

Example of "rehash" command

0: jdbc:hsqldb:db-hypersonic> !rehash

Building list of tables and columns for tab-completion (set fastconnect to true to skip)...  
7/7 (100%) Done
Done

0: jdbc:hsqldb:db-hypersonic>

Warning on using "rehash"

Caution

This operation can be extremely slow for some databases.

rollback

Name

rollback — Roll back the current transaction

Synopsis

!rollback

Description

Rollback the current transaction, if autocommit is off.

Example of "rollback" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !autocommit off

Autocommit status: false

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+-------------+------------+

<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>IBM</td>
</tr>
<tr>
<td>4</td>
<td>Microsoft</td>
</tr>
<tr>
<td>1</td>
<td>Apple</td>
</tr>
<tr>
<td>2</td>
<td>Sun</td>
</tr>
</tbody>
</table>

4 rows selected (0.011 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> DELETE FROM COMPANY;

4 rows affected (0.004 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+------------+-------+
<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>IBM</td>
</tr>
<tr>
<td>4</td>
<td>Microsoft</td>
</tr>
<tr>
<td>1</td>
<td>Apple</td>
</tr>
<tr>
<td>2</td>
<td>Sun</td>
</tr>
</tbody>
</table>

No rows selected (0.01 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> !rollback

Rollback complete (0.016 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM COMPANY;

+------------+-------+
<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>IBM</td>
</tr>
<tr>
<td>4</td>
<td>Microsoft</td>
</tr>
<tr>
<td>1</td>
<td>Apple</td>
</tr>
<tr>
<td>2</td>
<td>Sun</td>
</tr>
</tbody>
</table>

4 rows selected (0.01 seconds)

0: jdbc:oracle:thin:@localhost:1521:mydb>

run

Name

run — Execute a command script

Synopsis

!run {file name}
Description

Run the individual commands specified in the file name. The file should consist of individual SQL statements or SQLLine commands. Lines beginning with "#" are interpreted as comments and ignored. If any errors occur while running the script, the script will be aborted, unless the force preference is set to true.

Example of "run" command

0: jdbc:hsqldb:db-hypersonic> !run example.sql
1/11 CREATE TABLE COMPANY (COMPANY_ID INT, NAME VARCHAR(255));
No rows affected (0.001 seconds)
2/11 INSERT INTO COMPANY VALUES (1, 'Apple');
1 row affected (0 seconds)
3/11 INSERT INTO COMPANY VALUES (2, 'Sun');
1 row affected (0 seconds)
4/11 INSERT INTO COMPANY VALUES (3, 'IBM');
1 row affected (0.001 seconds)
5/11 INSERT INTO COMPANY VALUES (4, 'Microsoft');
1 row affected (0.015 seconds)
6/11 CREATE TABLE EMPLOYEE (ID INT, FIRST_NAME VARCHAR(255), LAST_NAME VARCHAR(255), COMPANY INT);
No rows affected (0.004 seconds)
7/11 CREATE INDEX FIRST_NAME ON EMPLOYEE(FIRST_NAME);
No rows affected (0 seconds)
8/11 CREATE INDEX LAST_NAME ON EMPLOYEE(LAST_NAME);
No rows affected (0.001 seconds)
9/11 ALTER TABLE EMPLOYEE ADD CONSTRAINT EMP_COMPANY FOREIGN KEY (COMPANY) REFERENCES COMPANY (COMPANY_ID);
No rows affected (0 seconds)
10/11 INSERT INTO EMPLOYEE (ID, FIRST_NAME, LAST_NAME, COMPANY) VALUES (234, 'William', 'Gates', 4);
1 row affected (0.001 seconds)
11/11 SELECT * FROM COMPANY,EMPLOYEE WHERE EMPLOYEE.COMPANY = COMPANY.COMPANY_ID;
+-----------+-----------+--------------+-------------+------------+---------+
<table>
<thead>
<tr>
<th>COMPANY_ID</th>
<th>NAME</th>
<th>ID</th>
<th>FIRST_NAME</th>
<th>LAST_NAME</th>
<th>COMPANY</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Microsoft</td>
<td>234</td>
<td>William</td>
<td>Gates</td>
<td>4</td>
</tr>
</tbody>
</table>
+-----------+-----------+--------------+-------------+------------+---------+
1 row selected (0.001 seconds)
0: jdbc:hsqldb:db-hypersonic>

save

Name
save — Save the current preferences

Synopsis

!save

Description

Save the current preferences.

Example of "save" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !save

Saving preferences to: /Users/mprudhom/.sqlline/sqlline.properties

0: jdbc:oracle:thin:@localhost:1521:mydb>

scan

Name

scan — Scan class path for JDBC drivers

Synopsis

!scan

Description

Scans all the jar files in the CLASSPATH for any JDBC drivers, and prints the class names of the drivers.

Example of "scan" command

sqlline> !scan

35 driver classes found

Compliant Version Driver Class
no  4.0  COM.cloudscape.core.JDBCDriver
no  1.0  COM.cloudscape.core.RmiJdbcDriver
yes 7.1  COM.ibm.db2.jdbc.net.DB2Driver
yes 3.2  com.ddtek.jdbc.db2.DB2Driver
yes 3.2  com.ddtek.jdbc.informix.InformixDriver
yes 3.2  com.ddtek.jdbc.oracle.OracleDriver
yes 3.2  com.ddtek.jdbc.sqlserver.SQLServerDriver
yes 3.2  com.ddtek.jdbc.sybase.SybaseDriver
yes 1.0  com.ibm.db2.jcc.DB2Driver
yes 2.21 com.informix.jdbc. IfxDriver
no 0.2 com.internetcds.jdbc.tds.Driver
no 0.2 com.internetcds.jdbc.tds.SybaseDriver
yes 2.2715 com.jnetdirect.jsql.JSQLDriver
yes 3.2 com.merant.datadirect.jdbc.db2.DB2Driver
yes 3.2 com.merant.datadirect.jdbc.informix.InformixDriver
yes 3.2 com.merant.datadirect.jdbc.oracle.OracleDriver
yes 3.2 com.merant.datadirect.jdbc.sqlite.SQLDriver
yes 2.2 com.microsoft.jdbc.sqlserver.SQLServerDriver
no 3.0 com.mysql.jdbc.Driver
no 3.0 com.mysql.jdbc.NonRegisteringDriver
yes 4.4 com.pointbase.jdbc.jdbcDriver
yes 4.4 com.pointbase.jdbc.jdbcEmbeddedDriver
yes 4.4 com.pointbase.jdbc.jdbcUniversalDriver
no 5.5 com.sybase.jdbc2.jdbc.SybDriver
yes 1.0 in.co.daffodil.db.jdbc.DaffodilDBDriver
no 2.0 interbase.interclient.Driver
no 0.5 net.sourceforge.jtds.jdbc.Driver
yes 1.0 oracle.jdbc.OracleDriver
yes 1.0 oracle.jdbc.driver.OracleDriver
no 3.26 org.enhydra.instantdb.jdbc.idbDriver
no 3.0 org.gjt.mm.mysql.Driver
no 1.7 org.hsqldb.jdbcDriver
no 7.3 org.postgresql.Driver
yes 0.9 org.sourceforge.jxdbcon.JXDBConDriver

sqline>
schemas

Name

schemas — List all the schemas in the database

Synopsis

!schemas

Description

List all the schemas in the database of the current connection.

Example of "schemas" command

0: jdbc:postgresql:thin:@localhost:5432:mydb> !schemas

+--------------------+---------------+
|    table_schem     | table_catalog |
|--------------------+---------------|

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script

Name

script — Save executed commands to a file

Synopsis

!script {filename}

Description

Start saving all commands entered to the specified file. Once scripting on, it can be finished by entering the script command again with no arguments. Saved scripts can be re-run using the run command.

Example of "script" command

0: jdbc:hsqldb:db-hypersonic> !script /tmp/mysession.script

Saving command script to "/tmp/mysession.script". Enter "script" with no arguments to stop it.

0: jdbc:hsqldb:db-hypersonic> !autocommit off

Autocommit status: false

0: jdbc:hsqldb:db-hypersonic> SELECT * FROM COMPANY;

+-------------+------------+
| COMPANY_ID  |    NAME    |
|-------------+------------|
| 1           | Apple      |
| 2           | Sun        |
| 3           | IBM        |
| 4           | Microsoft  |
+-------------+------------+

4 rows selected (0.001 seconds)

0: jdbc:hsqldb:db-hypersonic> UPDATE COMPANY SET NAME='Apple, Inc.' WHERE NAME='Apple';

1 row affected (0.005 seconds)
0: jdbc:hsqldb:db-hypersonic> `commit
Commit complete (0 seconds)

0: jdbc:hsqldb:db-hypersonic> !script
Script closed. Enter "run /tmp/mysession.script" to replay it.

0: jdbc:hsqldb:db-hypersonic>

set

Name

set — Set a preference

Synopsis

!set {preference} {value}

Description

Set the specified preference to the specified value. If autosave is on, then this will cause preferences to be immediately saved. Otherwise, changed setting can be saved for future SQLLine session either the save command.

Example of "set" command

0: jdbc:hsqldb:db-hypersonic> !set color on

sql

Name

sql — Execute a SQL against a database

Synopsis

!sql {statement}

Description

Issue the specified SQL statement. This is equivalent to entering the statement by itself from the command line.

Example of "sql" command

0: jdbc:hsqldb:db-hypersonic> !sql DELETE FROM COMPANY;
4 rows affected (0.005 seconds)

0: jdbc:hsqldb:db-hypersonic>

tables

Name

tables — List all the tables in the database

Synopsis

!tables

Description

List all the tables in the database of the current connection.

Example of "tables" command

0: jdbc:oracle:thin:@localhost:1521:mydb> !tables

+------------+--------------+---------------------------------+-------------+
<table>
<thead>
<tr>
<th>TABLE_CAT</th>
<th>TABLE_SCHEM</th>
<th>TABLE_NAME</th>
<th>TABLE_TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MYDB</td>
<td>COMPANY</td>
<td>TABLE</td>
</tr>
<tr>
<td></td>
<td>MYDB</td>
<td>EMPLOYEE</td>
<td>TABLE</td>
</tr>
</tbody>
</table>
+------------+--------------+---------------------------------+-------------+

0: jdbc:oracle:thin:@localhost:1521:mydb>

verbose

Name

verbose — Enable verbose output

Synopsis

!verbose

Description

Enable verbose mode, which causes stack traces to be printed when errors occur, and enabled outputting of debug information.

Example of "verbose" command
0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)

0: jdbc:oracle:thin:@localhost:1521:mydb> !verbose

verbose: on

0: jdbc:oracle:thin:@localhost:1521:mydb> SELECT * FROM BOGUS_TABLE;

Error: ORA-00942: table or view does not exist (state=42000,code=942)

java.sql.SQLException: ORA-00942: table or view does not exist

    at oracle.jdbc.dbaccess.DBError.throwSqlException(DBError.java:180)
    at oracle.jdbc.ttc7.TTIoer.processError(TTIoer.java:208)
    at oracle.jdbc.ttc7.Oall7.receive(Oall7.java:543)
    at oracle.jdbc.ttc7.TTC7Protocol.doOall7(TTC7Protocol.java:1451)
    at oracle.jdbc.ttc7.TTC7Protocol.parseExecuteDescribe(TTC7Protocol.java:651)
    at oracle.jdbc.driver.OracleStatement.doExecuteQuery(OracleStatement.java:2110)
    at oracle.jdbc.driver.OracleStatement.doExecuteWithTimeout(OracleStatement.java:2324)
    at oracle.jdbc.driver.OracleStatement.execute(OracleStatement.java:909)
    at sqlline.SqlLine$Commands.sql(SqlLine.java:3183)
    at sqlline.SqlLine.dispatch(SqlLine.java:771)
    at sqlline.SqlLine.begin(SqlLine.java:634)
    at sqlline.SqlLine.main(SqlLine.java:332)

0: jdbc:oracle:thin:@localhost:1521:mydb>

Parameter Reference

autocommit
autosave
color
colorScheme
confirm
confirmPattern
csvDelimiter
csvQuoteCharacter
dateformat
escapeOutput
fastconnect
force
headerinterval
historyfile
incremental
isolation
maxcolumnwidth
maxHistoryFileRows
maxHistoryRows
maxwidth
mode
nullValue
numberformat
outputformat
prompt
rightprompt
rowlimit
showheader
shownestederrs
showtime
showwarnings
silent
strictJdbc
timeformat
timestampformat
trimscripts
uselinecontinuation
verbose
autocommit

If true, then new connections will have autocommit set, otherwise, transactions will need to be explicitly committed or rolled back. Defaults to true. To change the autocommit status for a connection that is already open and active, use the autocommit command instead.

autosave

When set to true, any changes to preferences using the set command will cause the preferences to be saved. Otherwise, preferences will need to be explicitly saved using the save command. Defaults to false.

color

If true, then output to the terminal will use color for a more pleasing visual experience. Requires that the terminal support ANSI control codes (most do). Defaults to false.

colorScheme

If chester/dark/dracula/light/obsidian/solarized/vs2010, then this scheme will be used for command/sql syntax highlighting. If default then there is no syntax highlighting.

confirm

If true, then user will be prompted for confirmation if commands matching with confirmPattern are executed.

confirmPattern

If default with confirm = true, user will be prompted for DROP and DELETE commands, otherwise, for the
commands as matched in the pattern.

csvDelimiter

Sets the delimiter in csv outputFormat. Setting to default causes usage of "\," as a delimiter.

csvQuoteCharacter

Sets the quote character in csv outputFormat. Setting to default causes usage of \" as a delimiter.

dateformat

The format for how date values are displayed. Setting to default causes date values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "YYYY_MMM_dd" yields values like "1970_01_01".

escapeOutput

When set to true, control symbols in output will be escaped. Otherwise they will be printed as is. Default is false.

fastconnect

When false, any new connection will cause SQLLine to access information about the available tables and columns in order to provide them as candidates for tab-completion. This can be a very slow operation for some databases, do by default it is off. Table and column information can always be explicitly retrieved using the rehash command.

force

When set to false, any failures during the execution of the run or record commands will cause execution to abort, preventing the execution of subsequent commands. When set to true, errors will be displayed but otherwise ignored. Defaults to false.

headerinterval

The interval between which the column headers will be redisplayed when using the "table" outputformat. Defaults to 100.

historyfile

The file to which SQLLine will save a record of all the commands issued. Defaults to HOME/sqline/history on Windows, and HOME/.sqline/history on all other platforms.

incremental

When set to false, the entire result set is fetched and buffered before being displayed, yielding optimal display column sizing. When set to true, result rows are displayed immediately as they are fetched, yielding lower latency and memory usage at the price of extra display column padding. Defaults to false.
incrementalBufferRows

When incremental set to false and the entire result set has more rows than value of incrementalBufferRows, sqlline will enter incremental mode. In that case, result rows are displayed by batches of size incrementalBufferRows. If value is negative, sqlline never enters incremental mode. Defaults to 1000.

isolation

The default transaction isolation that will be used for new connections. To change the isolation level of the currently active connection, use the isolation command instead.

maxcolumnwidth

The maximum column width to display for each column before truncating data when using the "table" outputformat. Defaults to 15.

maxHistoryFileRows

The maximum number of history rows to store in history file. Defaults to 10000 (org.jline.reader.impl.history.DefaultHistory.DEFAULT_HISTORY_FILE_SIZE).

maxHistoryRows

The maximum number of history rows to store in memory. Defaults to 500 (org.jline.reader.impl.history.DefaultHistory.DEFAULT_HISTORY_SIZE).

maxwidth

The maximum width to display before truncating data when using the "table" outputformat. Defaults to attempting to query the terminal for the current width, falls back to 80.

mode

The editing mode to use in sqlline. Defaults to "emacs".

nullvalue

The value which will be used instead of null values. Setting to default causes 'null' for numbers/dates/times and empty strings for others. For example, the setting *** yields null values like '***'

numberformat

The format for how numeric values are displayed. Setting to default causes numeric values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.DecimalFormat. For example, the setting "0.###E0" yields scientific notation with up to three fractional digits, values like "6.022E23".
The format for how results are displayed. For details, see the information on the outputformat command.

prompt

The tcsh-like format for how prompt is displayed. For example, the setting ‘%\033[1;33msqlline%\033[m%’ yields yellow sqlline and normal angle bracket. Defaults to ‘sqlline>’. If for the specific database connection nickname is set then nickname will be used.

rightprompt

The tcsh-like format for how right prompt is displayed. The same patterns are applied as for prompt but it does not care if nickname is set or not. Defaults to ‘’.

promptscript

A JavaScript program that is evaluated to generate a prompt. If specified, prompt is ignored.

The following variables are pre-defined for use in the JavaScript: connectionIndex, currentSchema, databaseProductName, url, userName. For example:

```shell
sqlline> !set promptscript 'databaseProductName.toLowerCase() + ":" + connectionIndex + "> "'
```

rowlimit

The maximum number of rows to fetch per query. Defaults to 0, which is interpreted as fetching all rows.

showheader

If true, display the names of the columns when displaying results. Defaults to true.

shownestederrs

If true, display any nested errors that are reported on the connection after issuing any database commands. Defaults to false, meaning only the topmost error is displayed.

showtime

If true, display execution time for database commands when in verbose mode. Defaults to true.

showwarnings

If true, display any warnings that are reported on the connection after issuing any database commands. Defaults to true.

silent
If true, then reduce the amount of informational messages displayed. Useful for redirecting a sqlline command to a file for later parsing. Defaults to false.

strictJdbc

If false, then use default values defined by java.sql.DatabaseMetaData in case an implementation of this interface fails with e.g. "Method not supported", otherwise it also fails. Defaults to false.

timeformat

The format for how time values are displayed. Setting to default causes time values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "HH:mm:ss" yields values like "14:12:11".

timestampformat

The format for how timestamp values are displayed. Setting to default causes timestamp values to be fetched and rendered via ResultSet.getString. Any other setting results in fetch via ResultSet.getObject and rendering via java.text.SimpleDateFormat. For example, the setting "dd/MM/YYYY'T'HH:mm:ss" yields values like "01/01/1970T12:32:12".

trimscripts

If true, then trim leading and trailing whitespace from lines as they are processed in scripts; otherwise, preserve whitespace. Defaults to true.

uselinecontinuation

Use line continuation if true. Defaults to true.

verbose

If true, then print out the entire java stack trace whenever an error occurs, as well as displaying debugging information. Defaults to false.

JDBC Driver Support

Project Information

Found in path(s):
* /opt/cola/permits/1179408911_1626107141.97/0/sqlline-1-9-0-sources-jar/sqlline/manual.txt

1.2322 jcommander 1.78
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Found in path(s):
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/IUsageFormatter.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/UnixStyleUsageFormatter.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/JCommander.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/DefaultUsageFormatter.java

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* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/converters/URLConverter.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/converters/IntegerConverter.java
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* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/validators/NoValidator.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/validators/PositiveInteger.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/validators/NoValueValidator.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/IParameterValidator.java
* /opt/cola/permits/1135840359_1613613123.36/0/jcommander-1-78-sources-2-jar/com/beust/jcommander/IParameterValidator2.java
1.2323 gson 2.8.5

1.2324 sway 2.0.6 2.0.6

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers.

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1.2350 yallist 2.1.2 2.1.2

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2000-05-05

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The actual DOM Java Language Binding classes in xml-commons came from:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/java-binding.html

The specification of DOM Level 3’s various parts is at:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
The specification of DOM Level 2's various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversa-range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1's various parts is at:

Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
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The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smIL/
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* 

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bootstrap v3.3.6
broccoli-asset-rev v2.4.2
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snippet-ss v1.11.0
spin.js v2.3.2
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1.2382 jackson 2.12.3

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- hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
- bootstrap v3.3.6
- broccoli-asset-rev v2.4.2
- broccoli-funnel v1.0.1
- datatables v1.10.8
- em-helpers v0.5.13
- em-table v0.1.6
- ember v2.2.0
- ember-array-contains-helper v1.0.2
- ember-bootstrap v0.5.1
- ember-cli v1.13.13
- ember-cli-app-version v1.0.0
- ember-cli-babel v5.1.6
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- ember-cli-htmlbars-inline-precompile v0.3.1
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- ember-cli-qunit v1.2.1
- ember-cli-release v0.2.8
- ember-cli-shims v0.0.6
- ember-cli-sri v1.2.1
- ember-cli-test-loader v0.2.1
- ember-cli-uglify v1.2.0
- ember-d3 v0.1.0
- ember-data v2.1.0
- ember-disable-proxy-controllers v1.0.1
- ember-export-application-global v1.0.5
- ember-load-initializers v0.1.7
- ember-qunit v0.4.16
ember-qunit-notifications v0.1.0
ember-resolver v2.0.3
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jquery v2.1.4
jquery-ui v1.11.4
loader.js v3.3.0
momentjs v2.10.6
qunit v1.19.0
select2 v4.0.0
snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
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Joni 2.1.2
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 */

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/eventbus/SubscriberRegistry.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/hash/AbstractNonStreamingHashFunction.java
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  jar/com/google/common/util/concurrent/UncaughtExceptionHandlers.java
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  jar/com/google/common/collect/AbstractSequentialIterator.java
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  jar/com/google/common/collect/ForwardingListMultimap.java
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  jar/com/google/common/collect/UnmodifiableListIterator.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingListIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/MutableClassToInstanceMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/SetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Multisets.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Multimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ReverseNaturalOrdering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Multimaps.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingObject.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/TreeMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ArrayListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Ordering.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Iterators.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ForwardingQueue.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collect/Iterables.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collect/Interner.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/io/Java8Compatibility.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/util/concurrent/OverflowAvoidingLockSupport.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/hash/Java8Compatibility.java
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  jar/com/google/common/math/BigDecimalMath.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/Platform.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/hash/LittleEndianByteArray.java

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This following method is a modified version of one found in http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30 which contained the following notice:

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Other contributors include Andrew Wright, Jeffrey Hayes, Pat Fisher, Mike Judd.
*/
/**
 * Holder for web specializations of methods of [@code Shorts]. Intended to be empty for regular
 * version.
 */

Found in path(s):
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/**
 * Holder for extra methods of [@code Objects] only in web. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/FilteredMultimapValues.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/AbstractTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/collection/Runnables.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/base/Utf8.java

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  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/AbstractValueGraph.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/DirectedGraphConnections.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/UndirectedGraphConnections.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/DirectedNetworkConnections.java
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  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/NetworkBuilder.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/AbstractGraph.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/NetworkConnections.java
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  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/ImmutableValueGraph.java
  * /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/graph/GraphConnections.java
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jar/com/google/common/graph/ValueGraph.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/util/concurrent/ExecutionSequencer.java
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  jar/com/google/common/collection/Hashing.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ComparisonChain.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/EmptyImmutableSetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/SingletonImmutableList.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RegularImmutableSortedSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedSetFauxveribleShim.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSetMultimap.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/collection/SortedMultisets.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/package-info.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/CollectSpliterators.java
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* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/RecursiveDeleteOption.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/io/InsecureRecursiveDeleteException.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/Network.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/Graph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/MutableGraph.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/graph/ImmutableGraph.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collect/GwtTransient.java

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jar/com/google/common/base/PatternCompiler.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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jar/com/google/common/cache/LongAdder.java
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jar/com/google/common/collect/ImmutableMapEntry.java
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jar/com/google/common/collect/SparseImmutableTable.java
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jar/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Table.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Range.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Platform.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableListMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Collections2.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/Serialization.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/HashBasedTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/StandardTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/SingletonImmutableBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/ImmutableBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/collection/RegularImmutableBiMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/thirdparty/publicsuffix/PublicSuffixPatterns.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableMapKeySet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/Tables.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableCollection.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableSortedSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/StandardRowSortedTable.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/RegularImmutableMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collection/EmptyImmutableListMultimap.java

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/**
* Holder for web specializations of methods of { @code Ints }. Intended to be empty for regular
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jar/com/google/common/graph/AbstractBaseGraph.java
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jar/com/google/common/util/concurrent/ClosingFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
jar/com/google/common/graph/BaseGraph.java
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jar/com/google/common/graph/Traverser.java

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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/CompactLinkedHashMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/FilteredKeySetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/DescendingMultiset.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/FilteredMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ForwardingDeque.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableSet.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/ForwardingNavigableMap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/TransformedIterator.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/FilteredEntrySetMultimap.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-jar/com/google/common/collect/AbstractSortedKeySortedSetMultimap.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/FuturesGetChecked.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/CollectionFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/VisibleForTesting.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/Futures.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/TimeLimiter.java
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* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1.jar/com/google/common/util/concurrent/FakeTimeLimiter.java
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/**
 * Outer class that exists solely to let us write {@code Partially.GwtIncompatible} instead of plain
 * [ @code GwtIncompatible]. This is more accurate for [ @link Futures#catching], which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use [ @code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
 * it as a [ @code GwtIncompatible] annotation. And for [ @code Futures.catching], we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
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  jar/com/google/common/collect/FluentIterable.java
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  jar/com/google/common/primitives/Floats.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
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  jar/com/google/common/io/MultiReader.java
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  jar/com/google/common/primitives/Shorts.java
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  jar/com/google/common/primitives/Longs.java
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  jar/com/google/common/escape/UnicodeEscaper.java
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  jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/primitives/Doubles.java
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  jar/com/google/common/primitives/Chars.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/base/internal/Finalizer.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/base/CharMatcher.java
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  jar/com/google/common/base/Matcher.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/io/FileBackedOutputStream.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/net/InetAddresses.java
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  jar/com/google/common/primitives/Bytes.java
* /opt/cola/permits/1104665043_1604644117.38/0/guava-30-0-jre-sources-1-
  jar/com/google/common/primitives/Booleans.java
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 */

/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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lib/csharp/src/Protocol/TField.cs
lib/csharp/src/Protocol/TList.cs
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1.2403 papa-parse 5.3.1 5.3.1

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1.2404 orc-shims 1.5.6

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1.2413 es-abstract 1.18.0

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1.2418 curvesapi 1.06

1.2419 has-cors 1.1.0 1.1.0
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    public DomainResponse(
    public DomainResponse(

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public DomainResponse domain(InetAddress ipAddress) throws IOException,

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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
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jar/io/netty/handler/ssl/OpenSslPrivateKeyMethod.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/util/KeyManagerFactoryWrapper.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/SslMasterKeyHandler.java
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jar/io/netty/handler/address/package-info.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/util/X509KeyManagerWrapper.java
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jar/io/netty/handler/ssl/PseudoRandomFunction.java
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jar/io/netty/handler/address/DynamicAddressConnectHandler.java
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  jar/io/netty/handler/ssl/JdkSslEngine.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
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  jar/io/netty/handler/ipfilter/IpFilterRuleType.java
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  jar/io/netty/handler/ssl/JdkSslContext.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/OpenSslClientContext.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/OpenJdkSelfSignedCertGenerator.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/PemReader.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/SUPPORTED_CIPHER_SUITES_FILTER.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/JdkSslClientContext.java
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  jar/io/netty/handler/ssl/OpenSslServerContext.java
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  jar/io/netty/handler/ssl/SslUtils.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/JdkSslServerContext.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
  jar/io/netty/handler/ssl/CipherSuiteConverter.java
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  jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
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jar/io/netty/handler/ssl/OpenSslEngineMap.java
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jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
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jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
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jar/io/netty/handler/ApplicationProtocolNegotiator.java
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jar/io/netty/handler/ipfilter/package-info.java
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jar/io/netty/handler/ApplicationProtocolConfig.java
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jar/io/netty/handler/ssl/OpenSslContext.java
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jar/io/netty/handler/ssl/SniHandler.java
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jar/io/netty/handler/ssl/util/package-info.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionStats.java
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jar/io/netty/handler/stream/ChunkedNioStream.java
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jar/io/netty/handler/sutil/package-info.java
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jar/io/netty/handler/ssl/OpenSslKeyMaterialProvider.java
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jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-
jar/io/netty/handler/ssl/OpenSslX509KeyMaterial.java
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jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
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jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java
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* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/SignatureAlgorithmConverter.java
* /opt/cola/permits/1145449572_1616156172.9/0/netty-handler-4-1-59-final-sources-jar/io/netty/handler/ssl/OpenSslTlsv13X509ExtendedTrustManager.java

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1.2427 libxtst 1.2.2-1

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1.2428 commons-http-client 3.1

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The actual DOM Java Language Binding classes in xml-commons came from:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/java-binding.html

The specification of DOM Level 3’s various parts is at:
http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

The specification of DOM Level 2’s various parts is at:
http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1’s various parts is at:
http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/level-one.html.html
Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

The actual DOM Java Language Binding classes for SMIL came from:
http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
(both ElementTimeControl.java and TimeEvent.java were taken at revision 1.1)

The actual DOM Java Language Binding classes for SVG 1.1 came from:
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1.2434 is-data-descriptor 1.0.0

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1.2435 expiringmap 0.5.8

1.2436 safe-buffer 5.2.1 5.2.1

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1.2437 setprototypeof 1.1.1 1.1.1

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*/opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/internal/STSPProfileCredentialsService.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/SessionCredentialsProviderFactory.java
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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/ShouldDoBlockingSessionRefresh.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/RefreshableTask.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/ShouldDoAsyncSessionRefresh.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/DaemonThreadFactory.java
* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-
jar/com/amazonaws/auth/SessionCredentialsHolder.java
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*/
/**
 * <p>
 * An IAM policy in JSON format that you want to use as an inline session policy.
 * </p>
 * <p>
 * You must pass an inline or managed <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">session policy</a>
 * to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also
 * specify up to 10 managed policies to use as managed session policies.
 * </p>
 * <p>
 * This parameter is optional. However, if you do not pass any session policies, then the resulting federated user
 * session has no permissions.
 * </p>
 * <p>
 * When you pass session policies, the session permissions are the intersection of the IAM user policies and the
 * session policies that you pass. This gives you a way to further restrict the permissions for a federated user.
 * You cannot use session policies to grant more permissions than those that are defined in the permissions policy
 * of the IAM user. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session">Session Policies</a> in the <i>IAM User Guide</i>.
 * </p>
 * <p>
 * The resulting credentials can be used to access a resource that has a resource-based policy. If that policy
 * specifically references the federated user session in the <code>Principal</code> element of the policy, the
 * session has the permissions allowed by the policy. These permissions are granted in addition to the permissions
 * that are granted by the session policies.
 * </p>
 * <p>
 * The plain text that you use for both inline and managed session policies can't exceed 2,048 characters. The JSON
 * policy characters can be any ASCII character from the space character to the end of the valid character list (through \u00FF). It can also include the tab ( ), linefeed ( ), and carriage return ( ) characters.
 * </p>
 * <p>
 * An AWS conversion compresses the passed session policies and session tags into a packed binary format that has a
 * separate limit. Your request can fail for this limit even if your plain text meets the other requirements. The
 * <code>PackedPolicySize</code> response element indicates by percentage how close the policies and tags for your
 * request are to the upper size limit.
* </p>
* </note>
*/

Found in path(s):
*/opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/model/GetFederationTokenRequest.java

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*/
/**
* Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
*security token) for a federated user. A typical use is in a proxy application that gets temporary security
*credentials on behalf of distributed applications inside a corporate network. You must call the
*<code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a result,
*this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
*application. For a comparison of <code>GetFederationToken</code> with the other API operations that produce
*<p>
*You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like
*Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we
*recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or
* `<code>AssumeRoleWithWebIdentity</code>`. For more information, see `<a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity">Federation Through a Web-based Identity Provider</a>` in the `<i>IAM User Guide</i>.

* </p>
* </note>
* </p>
* You can also call `<code>GetFederationToken</code>` using the security credentials of an AWS account root user, but
* we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy
* application. Then attach a policy to the IAM user that limits federated users to only the actions and resources
* that they need to access. For more information, see `<a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a>` in the `<i>IAM User Guide</i>.

* </p>
* </p>
* **Session duration**

* The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of
* 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that
* are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

* </p>
* </p>
* **Permissions**

* You can use the temporary credentials created by `<code>GetFederationToken</code>` in any AWS service except the
* following:

* </p>
* </ul>
* </li>
* </li>
* </ul>
* You cannot call any IAM operations using the AWS CLI or the AWS API.

* </p>
* </li>
* </li>
* </ul>
* You cannot call any STS operations except `<code>GetCallerIdentity</code>`.

* </p>
* </li>
* </li>
* </ul>
You must pass an inline or managed session policy to this operation. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can't exceed 2,048 characters.

Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see Session Policies in the IAM User Guide. For information about using GetFederationToken to create temporary security credentials, see Passing Session Tags in STS in the IAM User Guide.

You can use the credentials to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the <code>Principal</code> element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the session policies.

An administrator must grant you the permissions necessary to pass session tags. The administrator can also create granular permissions to allow you to pass only specific session tags. For more information, see Using Tags for Attribute-Based Access Control in the IAM User Guide.

Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are...
federating has
* the <code>Department</code>=<code>Marketing</code> tag and you pass the <code>department</code>=
* <code>engineering</code> session tag. <code>Department</code> and <code>department</code> are not
saved as
* separate tags, and the session tag passed in the request takes precedence over the user tag.
* </p>
*
* @param getFederationTokenRequest
* @return A Java Future containing the result of the GetFederationToken operation returned by the service.
* @sample AWSSecurityTokenServiceAsync.GetFederationToken
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/sts-2011-06-15/GetFederationToken" target="_top">AWS API</a>
*   Documentation</a>
*/

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* /opt/cola/permits/1137760099_1614121467.9/0/aws-java-sdk-sts-1-11-837-sources-jar/com/amazonaws/services/securitytoken/AWSSecurityTokenServiceAsync.java
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/**

 Returns a set of temporary security credentials (consisting of an access key ID, a secret access key, and a
security token) for a federated user. A typical use is in a proxy application that gets temporary security
credentials on behalf of distributed applications inside a corporate network. You must call the
* <code>GetFederationToken</code> operation using the long-term security credentials of an IAM user. As a result,
* this call is appropriate in contexts where those credentials can be safely stored, usually in a server-based
* application. For a comparison of <code>GetFederationToken</code> with the other API operations that produce
* temporary credentials, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html">Requesting Temporary
* Security Credentials</a> and <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#stsapi_comparison">
Comparing the AWS STS API operations</a> in the <i>IAM User Guide</i>.
</p>

</note>

You can create a mobile-based or browser-based app that can authenticate users using a web identity provider like

- Login with Amazon, Facebook, Google, or an OpenID Connect-compatible identity provider. In this case, we recommend that you use <a href="http://aws.amazon.com/cognito/">Amazon Cognito</a> or <code>AssumeRoleWithWebIdentity</code>. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_assumerolewithwebidentity">
Federation Through a Web-based Identity Provider</a> in the <i>IAM User Guide</i>.
</p>

You can also call <code>GetFederationToken</code> using the security credentials of an AWS account root user, but we do not recommend it. Instead, we recommend that you create an IAM user for the purpose of the proxy application. Then attach a policy to the IAM user that limits federated users to only the actions and resources that they need to access. For more information, see <a href="https://docs.aws.amazon.com/IAM/latest/UserGuide/best-practices.html">IAM Best Practices</a> in the <i>IAM User Guide</i>.
</p>

**Session duration**

The temporary credentials are valid for the specified duration, from 900 seconds (15 minutes) up to a maximum of 129,600 seconds (36 hours). The default session duration is 43,200 seconds (12 hours). Temporary credentials that are obtained by using AWS account root user credentials have a maximum duration of 3,600 seconds (1 hour).

**Permissions**

You can use the temporary credentials created by <code>GetFederationToken</code> in any AWS service except the following:

### Permissions
You cannot call any IAM operations using the AWS CLI or the AWS API.

You cannot call any STS operations except `GetCallerIdentity`.

You must pass an inline or managed session policy. You can pass a single JSON policy document to use as an inline session policy. You can also specify up to 10 managed policies to use as managed session policies. The plain text that you use for both inline and managed session policies can't exceed 2,048 characters.

Though the session policy parameters are optional, if you do not pass a policy, then the resulting federated user session has no permissions. When you pass session policies, the session permissions are the intersection of the IAM user policies and the session policies that you pass. This gives you a way to further restrict the permissions for a federated user. You cannot use session policies to grant more permissions than those that are defined in the permissions policy of the IAM user. For more information, see [Session Policies](https://docs.aws.amazon.com/IAM/latest/UserGuide/access_policies.html#policies_session) in the *IAM User Guide*. For information about using `GetFederationToken` to create temporary security credentials, see [GetFederationToken—Federation Through a Custom Identity Broker](https://docs.aws.amazon.com/IAM/latest/UserGuide/id_credentials_temp_request.html#api_getfederationToken).

You can use the credentials to access a resource that has a resource-based policy. If that policy specifically references the federated user session in the `<code>Principal</code>` element of the policy, the session has the permissions allowed by the policy. These permissions are granted in addition to the permissions granted by the session policies.

(Optional) You can pass tag key-value pairs to your session. These are called session tags. For more information about session tags, see [Passing Session Tags in STS](https://docs.aws.amazon.com/IAM/latest/UserGuide/id_session-tags.html).
An administrator must grant you the permissions necessary to pass session tags. The administrator can also create granular permissions to allow you to pass only specific session tags. For more information, see Tutorial: Using Tags for Attribute-Based Access Control in the IAM User Guide.

Tag key–value pairs are not case sensitive, but case is preserved. This means that you cannot have separate <code>Department</code> and <code>department</code> tag keys. Assume that the user that you are federating has the <code>Department=Marketing</code> tag and you pass the <code>department=engineering</code> session tag. <code>Department</code> and <code>department</code> are not saved as separate tags, and the session tag passed in the request takes precedence over the user tag.

@throws MalformedPolicyDocumentException
The request was rejected because the policy document was malformed. The error message describes the specific error.

@throws PackedPolicyTooLargeException
The request was rejected because the total packed size of the session policies and session tags combined was too large. An AWS conversion compresses the session policy document, session policy ARNs, and session tags into a packed binary format that has a separate limit. The error message indicates by percentage how close the policies and tags are to the upper size limit. For more information, see Passing Session Tags in STS in the IAM User Guide.

You could receive this error even though you meet other defined session policy and session tag limits. For more information, see IAM Entity Character Limits.

@throws RegionDisabledException
STS is not activated in the requested region for the account that is being asked to generate credentials. The account administrator must use the IAM console to activate STS in that region. For more information, see Activating and Deactivating AWS STS in an AWS Region.

AWS API Documentation
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1.2454 after 0.8.2 0.8.2

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1.2455 babel-helper-remap-async-to-generator 6.24.1

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1.2470 har-validator 5.0.3 5.0.3

1.2470.1 Available under license:

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1.2471 jul-to-slf4j 1.7.26

1.2472 backport-util-concurrent 3.1

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1) JSR166,
2) package dl.util.concurrent,
3) Doug Lea's "collections" package.

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1.2473 jackson-dataformat-yaml 2.9.9

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.2474 has-values 0.1.4 0.1.4

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1.2475 drill-format-ltsv 1.19.0

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Drill : Contrib : Format : LTSV

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1.2476 @babel/helper-module-imports 7.16.0
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1.2477 kotlin 1.4.0
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Kotlin.isBooleanArray = function (a) {
    return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === "BooleanArray"
};

Kotlin.isByteArray = function (a) {
    return a instanceof Int8Array && a.$type$ !== "BooleanArray"
};

Kotlin.isShortArray = function (a) {
    return a instanceof Int16Array
};

Kotlin.isCharArray = function (a) {
    return a instanceof Uint16Array && a.$type$ === "CharArray"
};

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

Kotlin.isFloatArray = function (a) {
    return a instanceof Float32Array
};

Kotlin.isDoubleArray = function (a) {
    return a instanceof Float64Array
};

Kotlin.isLongArray = function (a) {
    return Array.isArray(a) && a.$type$ === "LongArray"
};

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

Kotlin.isArrayish = function (a) {
    return Array.isArray(a) || ArrayBuffer.isView(a)
};

Kotlin.arrayToString = function (a) {
    if (a === null) return "null"
    var toString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;
    return "[" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(", ") + "]"
};

Kotlin.arrayDeepToString = function (arr) {
    return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);
};

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (a === null || b === null || !Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }

    for (var i = 0, n = a.length; i < n; i++) {
        if (!Kotlin.equals(a[i], b[i])) {
            return false;
        }
    }
    return true;
};

Kotlin.arrayDeepEquals = function (a, b) {
    return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);
};

Kotlin.arrayHashCode = function (arr) {
    if (arr === null) return 0
    var result = 1;
    for (var i = 0, n = arr.length; i < n; i++) {
        result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;
    }
    return result;
};

Kotlin.arrayDeepHashCode = function (arr) {
    return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);
};

Kotlin.primitiveArraySort = function (array) {
    array.sort(Kotlin.doubleCompareTo)
};
input(s) and then post-processing the result.\n* Note that we must ALWAYS check specially whether those values are MIN_VALUE\n* (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as\n* a positive number, it overflows back into a negative). Not handling this\n* case would often result in infinite recursion.\n* @param {number} low The low (signed) 32 bits of the long.\n* @param {number} high The high (signed) 32 bits of the long.\n* @constructor\n* @final\n*/
Kotlin.Long = function(low, high) {
  /**\n   * @type {number}\n   * @private\n   */
  this.low_ = low | 0;  // force into 32 signed bits.\n
  /**\n   * @type {number}\n   * @private\n   */
  this.high_ = high | 0;  // force into 32 signed bits.\n};

Kotlin.Long.$metadata$ =
{\n    kind: "class",\n    simpleName: "Long",\n    interfaces:[],\n};


// NOTE: Common constant values
ZERO, ONE, NEG_ONE, etc. are defined below the from* methods on which they depend.\n* A cache of the Long representations of small integer values.\n* Returns a Long representing the given (32-bit) integer value.\n* Value The 32-bit integer in question.\n* @return {Kotlin.Long} The corresponding Long value.\n* @constructor\n* @final\n*/
Kotlin.Long.fromInt =
function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_\[value\];
    if (cachedObj) {
      return cachedObj;
    }
  }

  var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);
  if (-128 <= value && value < 128) {
    Kotlin.Long.IntCache_\[value\] = obj;
  }
  return obj;
};


/**\n * Returns a Long representation of the given string, written using the given\n * radix.\n * @param {string} str The textual representation of the Long.\n * @param {number=} opt_radix The radix in which the text is written.\n * @return {!Kotlin.Long} The corresponding Long value.\n * @constructor\n* @final\n*/
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');\n  }

  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();\n  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; \n  if (str[i] == '.') {
    if (str[i + 1] == '\n') {
      throw Error('number format error: interior "\n" character: ' + str);
    }\n  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n
  var result = result.add(Kotlin.Long.fromNumber(value));\n  return result;
};


// NOTE: Common constant values
ZERO, ONE, NEG_ONE, etc. are defined below the from* methods on which they depend.\n* A cache of the Long representations of small integer values.\n* Returns a Long representing the given (32-bit) integer value.\n* Value The 32-bit integer in question.\n* @return {Kotlin.Long} The corresponding Long value.\n* @constructor\n* @final\n*/
Kotlin.Long.fromNumber =
function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_){
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_){
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();\n  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_)) | 0,
        (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; \n  if (str[i] == '.') {
    if (str[i + 1] == '\n') {
      throw Error('number format error: interior "\n" character: ' + str);
    }\n  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n
  var result = result.add(Kotlin.Long.fromNumber(value));\n  return result;
};


// NOTE: Common constant values
ZERO, ONE, NEG_ONE, etc. are defined below the from* methods on which they depend.\n* A cache of the Long representations of small integer values.\n* Returns a Long representing the given (32-bit) integer value.\n* Value The 32-bit integer in question.\n* @return {Kotlin.Long} The corresponding Long value.\n* @constructor\n* @final\n*/
Kotlin.Long.fromNumber =
function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_){
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_){
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();\n  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_)) | 0,
        (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; \n  if (str[i] == '.') {
    if (str[i + 1] == '\n') {
      throw Error('number format error: interior "\n" character: ' + str);
    }\n  }

  // Do several (8) digits each time through the loop, so as to minimize the calls to the very expensive emulated div.\n  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n
  var result = result.add(Kotlin.Long.fromNumber(value));\n  return result;
};
*\nKotlin.Long.prototype.notEqualsLong = function(other) {\n  return (this.high_ != other.high_) || (this.low_ != other.low_);\n};\n
Kotlin.Long.prototype.lessThan = function(other) {\n  return this.compare(other) < 0;\n};\n
Kotlin.Long.prototype.greaterThan = function(other) {\n  return this.compare(other) > 0;\n};\n
Kotlin.Long.prototype.lessThanOrEqual = function(other) {\n  return this.compare(other) <= 0;\n};\n
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {\n  return this.compare(other) >= 0;\n};\n
Kotlin.Long.prototype.compare = function(other) {\n  if (this.equalsLong(other)) {\n    return 0;\n  } else if (this.isNegative() && other.isNegative()) {\n    return -1;\n  } else if (this.isNegative() && !other.isNegative()) {\n    return 1;\n  } else {\n    var thisNeg = this.isNegative();\n    var otherNeg = other.isNegative();\n    if (thisNeg && !otherNeg) {\n      return -1;\n    } else if (!thisNeg && otherNeg) {\n      return 1;\n    } else {\n      // at this point, the signs are the same, so subtraction will not overflow\n      var result = this.subtract(other).isNegative() ? (this.subtract(other).isNegative() ? -1 : 0) : (this.subtract(other).isNegative() ? 0 : 1);\n      return result;\n    }\n  }\n};\n
Kotlin.Long.prototype.add = function(other) {\n  // Divide each number into 4 chunks of 16 bits, and then sum the chunks.\n  var a48 = this.high_ >>> 16;\n  var a32 = this.high_ & 0xFFFF;\n  var a16 = this.high_ & 0xFFFF;\n  var a00 = this.low_ >>> 16;\n  var b48 = other.high_ >>> 16;\n  var b32 = other.high_ & 0xFFFF;\n  var b16 = other.high_ & 0xFFFF;\n  var b00 = other.low_ >>> 16;\n  var c48 = other.low_ & 0xFFFF;\n  var d48 = other.low_ & 0xFFFF;\n  var c00 = other.high_ & 0xFFFF;\n  var d00 = other.high_ & 0xFFFF;\n  var c32 = a32 + b32;\n  var c16 = a16 + b16;\n  var c00 = a00 + b00;\n  var c00 = c00 | 0;\n  var c16 = c16 | 0;\n  var c32 = c32 | 0;\n  var c48 = c48 | 0;\n  var c16 = c16 | 0;\n  var c32 = c32 | 0;\n  var c48 = c48 | 0;\n  var result = result.add(Kotlin.Long.ONE);\n  return result;\n};\n
Kotlin.Long.prototype.multiply = function(other) {\n  if (this.isZero()) {\n    return Kotlin.Long.ZERO;\n  } else if (other.isZero()) {\n    return Kotlin.Long.ZERO;\n  } else {\n    // If both longs are small, use float\n    if (this.lessThan(Kotlin.Long.TWO_PWR_24_) && other.lessThan(Kotlin.Long.TWO_PWR_24_)) {\n      return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());\n    } else {\n      // Divide each long into 4 chunks of 16 bits, and then multiply the chunks.\n      var a48 = this.high_ >>> 16;\n      var a32 = this.high_ & 0xFFFF;\n      var a16 = this.high_ & 0xFFFF;\n      var a00 = this.low_ >>> 16;\n      var b48 = other.high_ >>> 16;\n      var b32 = other.high_ & 0xFFFF;\n      var b16 = other.high_ & 0xFFFF;\n      var b00 = other.low_ >>> 16;\n      var c48 = other.low_ & 0xFFFF;\n      var d48 = other.low_ & 0xFFFF;\n      var c00 = other.high_ & 0xFFFF;\n      var d00 = other.high_ & 0xFFFF;\n      var c32 = a32 + b32;\n      var c16 = a16 + b16;\n      var c00 = a00 + b00;\n      var c16 = c16 | 0;\n      var c32 = c32 | 0;\n      var c48 = c48 | 0;\n      var result = result.multiply(other.negate());\n      return result;\n    }\n  }\n};
```javascript
//= 0xFFFF;
return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);}

/**
 * Returns this Long divided by the given one.
 * @param {Kotlin.Long} other Long by which to divide.
 * @return {!Kotlin.Long} This Long divided by the given one.
 */
Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) { throw Error('division by zero');
} else if (this.isZero()) { return Kotlin.Long.ZERO;
} else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE == MIN_VALUE
} else if (other.equalsLong(Kotlin.Long.ONE)) {
  return Kotlin.Long.ONE;
} else { // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
  var halfThis = this.shiftRight(1);
  var approx = halfThis.div(other).shiftLeft(1);
  if (approx.equalsLong(Kotlin.Long.ZERO)) { return other.isNegative() ? Kotlin.Long.ONE :
    Kotlin.Long.ZERO;
} else { // We will tweak the approximate result by changing it in the 48-th digit or
  // the smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);

  // Decrease the approximation until it is smaller than the remainder. Note
  // that if it is too large, the product overflows and is negative.
  var approxRem = approxRes.multiply(other);
  while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
    approx -= delta;
    approxRes = Kotlin.Long.fromNumber(approx);
    approxRem = approxRes.multiply(other);
  }

  // We know the answer can't be zero... and actually, zero would cause an
  // infinite recursion since we would make no progress.
  if (approxRes.isZero()) { return Kotlin.Long.ZERO;
} else { return this.Long.ZERO;
} // repeat until the remainder is less than other: find a
// floating-point that approximates remainder / other *from below*, add this
// into the result, and subtract it from
// the remainder. It is critical that if
// the approximate value is less than or equal to the real value so that the
// remainder never becomes negative.
var rem = this.subtract(other.multiply(approx));
var result = approx.add(rem.multiply(other));
return result;
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
}

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                                 ~this.high_);
}

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                                 this.high_ & other.high_);
}

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
}

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) { return this;
} else { var low = this.low_;
            if (numBits < 32) { var high = this.high_;
                             return
```
Kotlin.Long.fromBits(\n    low << numBits,
    (high << numBits) | (low >>> (32 - numBits))\n) else \n    \n    return Kotlin.Long.fromBits(0, low << (numBits - 32));\n  } \n
  return this; \n}
}

*/
* Returns this Long with bits shifted to the right by the given amount.
* @param {number} numBits The number of bits by which to shift.
* @return {!Kotlin.Long} This shifted to the right by the given amount.
* @protected
*/
Kotlin.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
}

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(
          (low >>> numBits) | (high << (32 - numBits)),
          high >>> numBits);
    } else if (numBits == 32) {
      return Kotlin.Long.fromBits(high, 0);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32), 0);
    }
  }
}

// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
}

Kotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compareTo;

Kotlin.Long.prototype.inc = function() {
    return this.add(Kotlin.Long.ONE);
}

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
}

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
}

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
}

Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;

Kotlin.Long.prototype.rangeTo = function (other) {
    return new Kotlin.kotlin.ranges.LongRange(this, other);
}

function throwMarkerError() {
    throw new Error("This marker function should never been called. \"Looks like compiler did not eliminate it properly. \"Please, report an issue if you caught this exception.\"\"");
}

Kotlin.Long.prototype.equalsLong = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
}
Kotlin.isType = function (object, klass) {
    if (klass === Object) {
        switch (typeof object) {
            case "string":
            case "number":
            case "boolean":
            case "function":
                return true;
            default:
                return object instanceof Object;
        }
    }

    if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
        return false;
    }

    if (typeof klass === 'function' && object instanceof klass) {
        return true;
    }

    var proto = Object.getPrototypeOf(klass);
    var constructor = proto != null ? proto.constructor : null;
    if ((constructor != null && "$metadata$" in constructor) || var metadata = constructor.$metadata$) {
        if (metadata.kind === Kotlin.Kind.OBJECT) {
            return object === klass;
        }
    }

    var klassMetadata = klass.$metadata$;
    if (klassMetadata == null) {
        return object instanceof klass;
    }

    if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor !== null) {
        return isInheritanceFromInterface(object.constructor, klass);
    }

    return false;
};

Kotlin.isNumber = function (a) {
    return typeof a == "number" || a instanceof Kotlin.Long;
};

Kotlin.isChar = function (value) {
    return value instanceof Kotlin.BoxedChar
};

Kotlin.isComparable = function (value) {
    var type = typeof value;

    return type === "string" ||
           type === "boolean" ||
           Kotlin.isNumber(value) ||
           Kotlin.isType(value, Kotlin.kotlin.Comparable);
};

Kotlin.isCharSequence = function (value) {
    return typeof value === "string" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);
};
@JsName("ordinal$") private var _ordinal: Int = 0

    val name: String
        get() = _name

    val ordinal: Int
        get() = _ordinal

    override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)

    override fun equals(other: Any?) = this === other

    override fun hashCode(): Int = js("Kotlin.identityHashCode")(this)

    override fun toString() = name

    companion object
}

package kotlin.collections

import kotlin.random.Random
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(index: Int): T {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component1(index: Int): Byte {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component1(index: Int): Short {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component1(index: Int): Int {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component1(index: Int): Long {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component1(index: Int): Float {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component1(index: Int): Double {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component1(index: Int): Boolean {
    return get(index)
}

/**
 * Returns 1st *element* from the array.
 * 
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 1st *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component1(index: Int): Char {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(index: Int): T {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(index: Int): Byte {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(index: Int): Short {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(index: Int): Int {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(index: Int): Long {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(index: Int): Float {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(index: Int): Double {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(index: Int): Boolean {
    return get(index)
}

/**
 * Returns 2nd *element* from the array.
 * 
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 *
 * @receiver
 * @param index Index of the element to return
 * @return 2nd *element* from the array.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(index: Int): Char {
    return get(index)
}
get(1)\n|\n|\n/**
 * Returns 2nd *element* from the array.\n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun LongArray.component2(): Long {
    return get(1)\n|\n|\n*/

/**
 * Returns 2nd *element* from the array.\n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun FloatArray.component2(): Float {
    return get(1)\n|\n|\n*/

/**
 * Returns 2nd *element* from the array.\n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun DoubleArray.component2(): Double {
    return get(1)\n|\n|\n*/

/**
 * Returns 2nd *element* from the array.\n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun BooleanArray.component2(): Boolean {
    return get(1)\n|\n|\n*/

/**
 * Returns 2nd *element* from the array.\n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun CharArray.component2(): Char {
    return get(1)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun <T> Array<out T>.component3(): T {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun ByteArray.component3(): Byte {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun ShortArray.component3(): Short {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun IntArray.component3(): Int {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun LongArray.component3(): Long {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun FloatArray.component3(): Float {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun DoubleArray.component3(): Double {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun BooleanArray.component3(): Boolean {
    return get(2)\n|\n|\n*/

/**
 * Returns 3rd *element* from the array.\n * If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun CharArray.component3(): Char {
    return get(2)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun <T> Array<out T>.component4(): T {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun ByteArray.component4(): Byte {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun ShortArray.component4(): Short {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun IntArray.component4(): Int {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun LongArray.component4(): Long {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun FloatArray.component4(): Float {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun DoubleArray.component4(): Double {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun BooleanArray.component4(): Boolean {
    return get(3)\n|\n|\n*/

/**
 * Returns 4th *element* from the array.\n * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */
@kotlin.internal.InlineOnly\n\npublic inline operator fun CharArray.component4(): Char {
    return get(3)\n|\n|\n*/
get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS
* where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component4(): Short {
    return get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component4(): Int {
    return get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component4(): Long {
    return get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3) * Returns 4th *element* from the array. * If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component5(): Byte {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component5(): Short {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component5(): Int {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component5(): Long {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4) * Returns 5th *element* from the array. * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component6(): Byte {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component6(): Short {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun IntArray.component6(): Int {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun LongArray.component6(): Long {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component6(): Float {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component6(): Double {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component6(): Boolean {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

@kotlin.internal.InlineOnly
public inline operator fun CharArray.component6(): Char {
    return get(5) * Returns 6th *element* from the array. * If the size of this array is less than 6, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.
/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun BooleanArray.elementAt(index: Int): Boolean

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public expect fun CharArray.elementAt(index: Int): Char

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <

lastIndex) get(index) else defaultValue(value(index))

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char

Get an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrElse

ByteArray.elementAtOrNull(index: Int): Byte?

Get an element at the given [index] or `null` if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrNull

ShortArray.elementAtOrNull(index: Int): Short?

Get an element at the given [index] or `null` if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrNull

IntArray.elementAtOrNull(index: Int): Int?

Get an element at the given [index] or `null` if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrNull

LongArray.elementAtOrNull(index: Int): Long?

Get an element at the given [index] or `null` if the [index] is out of bounds of this array.

samples.collections.Collections.Elements.elementAtOrNull
at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
FloatArray.elementAtOrNull(index: Int): Float? { 
    return this.getOrNull(index)
}
```

* @sample

```kotlin
samples.collections.Collections.Elements.elementAtOrNull *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
DoubleArray.elementAtOrNull(index: Int): Double? { 
    return this.getOrNull(index)
}
```

* @sample

```kotlin
samples.collections.Collections.Elements.elementAtOrNull *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
BooleanArray.elementAtOrNull(index: Int): Boolean? { 
    return this.getOrNull(index)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.elementAtOrNull *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
CharArray.elementAtOrNull(index: Int): Char? { 
    return this.getOrNull(index)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.elementAtOrNull *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
ByteArray.find(predicate: (Byte) -> Boolean): Byte? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
ShortArray.find(predicate: (Short) -> Boolean): Short? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
IntArray.find(predicate: (Int) -> Boolean): Int? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
LongArray.find(predicate: (Long) -> Boolean): Long? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
FloatArray.find(predicate: (Float) -> Boolean): Float? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
DoubleArray.find(predicate: (Double) -> Boolean): Double? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
CharArray.find(predicate: (Char) -> Boolean): Char? { 
    return firstOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
ShortArray.findLast(predicate: (Short) -> Boolean): Short? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
IntArray.findLast(predicate: (Int) -> Boolean): Int? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
LongArray.findLast(predicate: (Long) -> Boolean): Long? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
FloatArray.findLast(predicate: (Float) -> Boolean): Float? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
DoubleArray.findLast(predicate: (Double) -> Boolean): Double? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```

at the given [index] or `null` if the [index] is out of bounds of this array.

```kotlin
CharArray.findLast(predicate: (Char) -> Boolean): Char? { 
    return lastOrNull(predicate)
}
```

* @sample

```kotlin
samplescollections.Collections.Elements.find *
```
the last element matching the given [predicate], or `null` if no such element was found.

```kotlin
IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)
}

LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)
}

FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)
}

DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)
}

BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)
}

CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

first: T {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Byte {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Short {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Int {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Long {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Float {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}

first: Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return this[0]
}
```

`NoSuchElementException` if the array is empty.

```kotlin
public fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

`NoSuchElementException` if the array is empty.

```kotlin
public fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

`NoSuchElementException` if the array is empty.

```kotlin
public fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

`NoSuchElementException` if the array is empty.
element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

*\n
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the
    predicate.")
}

*\n
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

*\n
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

*\n
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

*\n
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

*\n
public inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

*\n
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

*\n
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

*\n
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}
return element
    return null

Several methods are defined to handle elements of different types:

```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if
 * element was not found.
 */
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double?
    { for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if
 * element was not found.
 */
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean?
    { for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if
 * element was not found.
 */
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char?
    { for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

The `getOrElse` function is used to safely access elements at a given index, avoiding out-of-bounds errors.

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

And for each primitive type:

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
 * bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char
    { if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

Finally, the `getOrNull` function is used to safely access elements at a given index, returning `null` if the index is out of bounds:

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun <T> Array<out T>.getOrNull(index: Int): T?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ByteArray.getOrNull(index: Int): Byte?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun ShortArray.getOrNull(index: Int): Short?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun IntArray.getOrNull(index: Int): Int?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun BooleanArray.getOrNull(index: Int): Boolean?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char?
    { if (index >= 0 && index <= lastIndex) get(index) else null
}
```
return if (index >= 0 && index <= lastIndex) get(index) else null

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {
    if (element == null) {
        for (index in indices) {
            if (this[index] == null) {
                return index
            }
        }
    } else {
        for (index in indices) {
            if (element == this[index]) {
                return index
            }
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ByteArray.indexOf(element: Byte): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun ShortArray.indexOf(element: Short): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun IntArray.indexOf(element: Int): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
public fun LongArray.indexOf(element: Long): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.indexOf(element: Float): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.indexOf(element: Double): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.indexOf(element: Boolean): Int {
    for (index in indices) {
        if (element == this[index]) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.
 */
@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.indexOfFirst(predicate: (T) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
element matching the given [predicate], or -1 if the array does not contain such element.

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```

```java
CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n    for (index in indices) {\n        if (predicate(this[index])) \n            return index\n    }\n    return -1\n}
```
element matching the given [predicate], or -1 if the array does not contain such element.

```kotlin
public inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index]))
            return index
    }
    return -1
}
```

```kotlin
public fun <T> Array<T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun ByteArray.last(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun ShortArray.last(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun IntArray.last(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun LongArray.last(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun FloatArray.last(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun DoubleArray.last(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun BooleanArray.last(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}
```

```kotlin
public inline fun <T> Array<T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```
null return if (isEmpty()) else this[size - 1] \* Returns the last element, or `null` if the array is empty. \*public fun LongArray.lastOrNull(): Long? \{ return if (isEmpty()) null else this[size - 1] \* Returns the last element, or `null` if the array is empty. \*public fun DoubleArray.lastOrNull(): Double? \{ return if (isEmpty()) null else this[size - 1] \* Returns the last element, or `null` if the array is empty. \*public fun BooleanArray.lastOrNull(): Boolean? \{ return if (isEmpty()) null else this[size - 1] \* Returns the last element, or `null` if the array is empty. \*public fun CharArray.lastOrNull(): Char? \{ return if (isEmpty()) null else this[size - 1] \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? \{ for (index in this.indices.reversed()) \{ val element = this[index] if (predicate(element)) return element \} return null \} \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? \{ for (index in this.indices.reversed()) \{ val element = this[index] if (predicate(element)) return element \} return null \} \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? \{ for (index in this.indices.reversed()) \{ val element = this[index] if (predicate(element)) return element \} return null \} \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? \{ for (index in this.indices.reversed()) \{ val element = this[index] if (predicate(element)) return element \} return null \} \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? \{ for (index in this.indices.reversed()) \{ val element = this[index] if (predicate(element)) return element \} return null \} \* Returns the last element matching the given [predicate], or `null` if no such element was found. \*public inline fun ByteArray.random(): Byte { return random(Random) \} \* Returns a random element from this array. \*public inline fun ShortArray.random(): Short { return random(Random) \} \* Returns a random element from this array. \*public inline fun IntArray.random(): Int { return random(Random) \} \* Returns a random element from this array. \*public inline fun LongArray.random(): Long { return random(Random) \} \* Returns a random element from this array.
NoSuchElementException if this array is empty.

*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.random(): Float {\n    return random(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic\n
inline fun <T> Array<out T>.randomOrNull(): T? {\n    return randomOrNull(Random)\n}\n
/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic\n
}
*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun ShortArray.randomOrNull(): Short? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun IntArray.randomOrNull(): Int? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun LongArray.randomOrNull(): Long? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun FloatArray.randomOrNull(): Float? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun DoubleArray.randomOrNull(): Double? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun BooleanArray.randomOrNull(): Boolean? { return randomOrNull(Random) } // Returns a random element from this array, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public inline fun CharArray.randomOrNull(): Char? { return randomOrNull(Random) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun <T> Array<out T>.randomOrNull(random: Random): T? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun ByteArray.randomOrNull(random: Random): Byte? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun ShortArray.randomOrNull(random: Random): Short? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun IntArray.randomOrNull(random: Random): Int? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun LongArray.randomOrNull(random: Random): Long? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun FloatArray.randomOrNull(random: Random): Float? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun DoubleArray.randomOrNull(random: Random): Double? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun BooleanArray.randomOrNull(random: Random): Boolean? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun CharArray.randomOrNull(random: Random): Char? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun ByteArray.randomOrNull(random: Random): Byte? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun ShortArray.randomOrNull(random: Random): Short? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun IntArray.randomOrNull(random: Random): Int? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun LongArray.randomOrNull(random: Random): Long? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun FloatArray.randomOrNull(random: Random): Float? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.

*signIn@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)@kotlin.internal.InlineOnly

public fun DoubleArray.randomOrNull(random: Random): Double? { if (isEmpty()) return null
    return get(random.nextInt(size)) } // Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
randomness, or `null` if this array is empty.

```kotlin
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

public fun CharArray.randomOrNull(Random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

*Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.*

```kotlin
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

*Returns a random element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
```

*Returns the single element, or throws an exception if the array is empty or has more than one element.*

```kotlin
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else throw NoSuchElementException("Array contains no matching element.")
    }
    if (!found) throw NoSuchElementException("Array contains no matching element.")
}
```

*Returns the single element matching the given predicate, or throws exception if there is no or more than one matching element.*

```kotlin
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        } else throw NoSuchElementException("Array contains no matching element.")
    }
    if (!found) throw NoSuchElementException("Array contains no matching element.")
}
```
the predicate.

```kotlin
@Suppress("UNCHECKED_CAST")
return single as Byte
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Short
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Int
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Long
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Float
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Double
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as Boolean
}
```

* Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.

```kotlin
public fun <T> Array<out T>.singleOrNull(): T? {
    return if (size == 1) this[0] else null
}
```

* Returns single element, or `null` if the array is empty or has more than one element.

```kotlin
public fun ByteArray.singleOrNull(): Byte? {
    return if (size == 1) this[0] else null
}
```

* Returns single element, or `null` if the array is empty or has more than one element.

```kotlin
public fun ShortArray.singleOrNull(): Short? {
    return if (size == 1) this[0] else null
}
```
single
*ln/**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun <T> Array<out T>.drop(n: Int): List<T> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun ByteArray.drop(n: Int): List<Byte> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun ShortArray.drop(n: Int): List<Short> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun IntArray.drop(n: Int): List<Int> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun LongArray.drop(n: Int): List<Long> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun FloatArray.drop(n: Int): List<Float> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun DoubleArray.drop(n: Int): List<Double> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun BooleanArray.drop(n: Int): List<Boolean> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun CharArray.drop(n: Int): List<Char> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except first [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.drop(n)
*/public fun ByteArray.dropLast(n: Int): List<Byte> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
*/public fun ShortArray.dropLast(n: Int): List<Short> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
*/public fun IntArray.dropLast(n: Int): List<Int> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
*/public fun LongArray.dropLast(n: Int): List<Long> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
*/public fun FloatArray.dropLast(n: Int): List<Float> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAtLeast(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
*/public fun DoubleArray.dropLast(n: Int): List<Double> {
*ln require(n >= 0) { "Requested element count $n is less than zero." } *ln return takeLast((size -
*n).coerceAt Least(0))
} /*@n *//**n * Returns a list containing all elements except last [n] elements.
*ln * @throws
IllegalArgumentException if [n] is negative.
*ln * @sample
samples.collections.Collections.Transformations.dropLast(n)
n.coerceAtLeast(0)/n)\u2013\n
Returns a list containing all elements except last [n] elements.

Throws

IllegalArgumentException if [n] is negative.

@throws

IllegalArgumentException if [n] is negative.

@throws

IllegalArgumentException if [n] is negative.

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IllegalArgumentException if [n] is negative.

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IllegalArgumentException if [n] is negative.
except last elements that satisfy the given [predicate].\n * \n * @sample

```kotlin
samples.collections.Collections.Transformations.dropWhile(predicates: (T) -> Boolean): List<T> {\n    \n    \n    \n    for (item in this) if (yielding) yield list.add(item) else if (!predicate(item)) \n```

```kotlin
val list = ArrayList<T>()
```

```kotlin
for (item in list) \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n```
containing all elements except first elements that satisfy the given [predicate].

```kotlin
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun *<public inline fun fun <T> Array<out

T>.filter(predicate: (T) -> Boolean): List<T> {
    return return filterTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {
    return return filterTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return return filterTo(ArrayList<Byte>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return return filterTo(ArrayList<Short>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return return filterTo(ArrayList<Int>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return return filterTo(ArrayList<Long>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return return filterTo(ArrayList<Float>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return return filterTo(ArrayList<Double>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return return filterTo(ArrayList<Boolean>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun fun <T> Array<out

T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return return filterIndexedTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return return filterIndexedTo(ArrayList<Byte>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return return filterIndexedTo(ArrayList<Short>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return return filterIndexedTo(ArrayList<Int>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return return filterIndexedTo(ArrayList<Long>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return return filterIndexedTo(ArrayList<Float>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return return filterIndexedTo(ArrayList<Double>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return return filterIndexedTo(ArrayList<Boolean>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun fun <T> Array<out

T>.filterIndexedTo(predicate: (index: Int, T) -> Boolean): List<T> {
    return return filterIndexedTo(ArrayList<T>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ByteArray.filterIndexedTo(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return return filterIndexedTo(ArrayList<Byte>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun ShortArray.filterIndexedTo(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return return filterIndexedTo(ArrayList<Short>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun IntArray.filterIndexedTo(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return return filterIndexedTo(ArrayList<Int>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun LongArray.filterIndexedTo(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return return filterIndexedTo(ArrayList<Long>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun FloatArray.filterIndexedTo(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return return filterIndexedTo(ArrayList<Float>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun DoubleArray.filterIndexedTo(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return return filterIndexedTo(ArrayList<Double>(), predicate)
}
```

```kotlin
/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filterIndexed
 */
public inline fun BooleanArray.filterIndexedTo(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return return filterIndexedTo(ArrayList<Boolean>(), predicate)
}
```
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
* Returns a list containing only elements matching the given [predicate].
* @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexed\n*/
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/**
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo\n*/
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo\n*/
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo\n*/
public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo\n*/
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n* @sample samples.collections.Collections.Filtering.filterIndexedTo\n*/
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstanceTo(destination: MutableList<@kotlin.internal.NoInfer R>): MutableList<@kotlin.internal.NoInfer R> {
    for (element in this) if (element is R)
        destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}
containing all elements not matching the given [predicate].

```kotlin
samples.collections.Collections.Filtering.filterFn *\!/public inline fun BooleanArray.filterNot(predicate: Boolean) -> Boolean: List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)$n
}
```

```kotlin
public inline fun BooleanArray.filterNotTo(destination: MutableList<in Boolean>$n
)

```
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 *
 * @sample samples.collections.Collections.Filtering.filterTo
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 *
 * @sample samples.collections.Collections.Slice.filter
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<T>.slice(indices: Collection<Int>): Array<T> {
    val result = arrayOfNulls<T>(this, indices.size)
    for (index in indices) {
        result[index] = this[index]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> IntArray.slice(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    for (index in indices) {
        result[index] = this[index]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> ShortArray.slice(indices: Collection<Int>): ShortArray {
    val result = ShortArray(indices.size)
    for (index in indices) {
        result[index] = this[index]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> ByteArray.slice(indices: Collection<Int>): ByteArray {
    val result = ByteArray(indices.size)
    for (index in indices) {
        result[index] = this[index]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<T>.ofNulls(indices: Collection<Int>): Array<T> {
    val result = Array<T>(indices.size)
    for (index in indices) {
        result[index] = null
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.slice(indices: Collection<Int>): ArrayList<T> {
    val result = ArrayList<T>(indices.size)
    var index = 0
    for (sourceIndex in indices) {
        index += sourceIndex
        result.add(this[index])
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.ofNulls(indices: Collection<Int>): ArrayList<T> {
    val result = ArrayList<T>(indices.size)
    var index = 0
    for (sourceIndex in indices) {
        index += sourceIndex
        result.add(null)
    }
    return result
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.copyOfRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<T>.ofRange(indices: IntRange): Array<T> {
    if (indices.isEmpty()) return arrayOfNulls<T>(this.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        targetIndex += sourceIndex
        result[targetIndex] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> Array<T>.copyOfRange(indices: IntRange): Array<T> {
    if (indices.isEmpty()) return arrayOfNulls<T>(this.size)
    var targetIndex = 0
    for (sourceIndex in indices) {
        targetIndex += sourceIndex
        result[targetIndex] = this[sourceIndex]
    }
    return result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.copyOfRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

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 * Returns an array containing elements at specified [indices].
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public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns an array containing elements at specified [indices].
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public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
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public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
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 * Returns an array containing elements at specified [indices].
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public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
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    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun <T> ArrayList<T>.ofRange(indices: IntRange): ArrayList<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
@sample
for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Char>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Boolean>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Double>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Float>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Long>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample
ArrayList<Int>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
Returns a list containing last [n] elements.

```kotlin
public inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
```

Examples:

```kotlin
List<Char>:textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Char>textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Char>textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Char>textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Char>textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Char>textLast(n: Int): List<Char>
```

```kotlin
List<Boolean>booleanLast(n: Int): List<Boolean>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```

```kotlin
List<Float>floatLast(n: Int): List<Float>
```

```kotlin
List<Long>longLast(n: Int): List<Long>
```

```kotlin
List<Int>intLast(n: Int): List<Int>
```

```kotlin
List<Byte>byteLast(n: Int): List<Byte>
```

```kotlin
List<Short>shortLast(n: Int): List<Short>
```

```kotlin
List<Double>doubleLast(n: Int): List<Double>
```
```java
open inline fun FloatArray.takeWhile(predicate: (Float) -> Boolean): List<Float> {
    val list = ArrayList<Float>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
```

```java
open inline fun CharArray.drop(index: Int): List<Char>
```

```java
open inline fun CharArray.lastIndex: Int
```

```java
open inline fun CharArray.reverse(): Unit {
    val tmp = this[index]
    this[index] = this[reverseIndex]
    this[reverseIndex] = tmp
    return list
}
```

```java
/**
 * Reverses elements in the array in-place.
 */
open fun <T> Array<T>.reverse(): Unit {
```
reverseIndex--

reverseIndex -= 1

** Reverses elements in the array in-place. */

//public fun ByteArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun ShortArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun IntArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun LongArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun FloatArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun DoubleArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun BooleanArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun CharArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/

//public fun ByteArray.reverse(): Unit

//\n\n\nval midPoint = (size / 2) - 1

if (midPoint < 0) return

var reverseIndex = lastIndex

for (index in 0..midPoint)

{\n
val tmp = this[index]

this[index] = this[reverseIndex]

this[reverseIndex] = tmp

}

*/
this[reverseIndex] = tmp
this[reverseIndex] = this[reverseIndex] = tmp

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    val midPoint = (fromIndex + toIndex) / 2
    if (fromIndex == midPoint) return
    var reverseIndex = toIndex - 1
    for (index in fromIndex until midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}
*An@SinceKotlin("1.4")@public fun IntArray.shuffle(): Unit {\n    shuffle(Random())\n}/*\n* Randomly shuffles elements in this array in-place.\n*An@SinceKotlin("1.4")@public fun LongArray.shuffle(): Unit {\n    shuffle(Random())\n}/*\n* Randomly shuffles elements in this array in-place.\n*An@SinceKotlin("1.4")@public fun FloatArray.shuffle(): Unit {\n    shuffle(Random())\n}/*\n* Randomly shuffles elements in this array in-place.\n*An@SinceKotlin("1.4")@public fun DoubleArray.shuffle(): Unit {\n    shuffle(Random())\n}/*\n* Randomly shuffles elements in this array in-place.\n*An@SinceKotlin("1.4")@public fun BooleanArray.shuffle(): Unit {\n    shuffle(Random())\n}/*\n* Randomly shuffles elements in this array in-place.\n*An@SinceKotlin("1.4")@public fun <T> Array<T>.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun ByteArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun ShortArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun IntArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun LongArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun FloatArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun DoubleArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}/*\n* Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n* An * See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
*An@SinceKotlin("1.4")@public fun BooleanArray.shuffle(random: Random): Unit {\n    for (i in lastIndex\n    downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n
Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. Returns elements in the array in-place according to their natural sort order.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. Returns elements in the array in-place according to their natural sort order.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

Returns a list of all elements sorted according to their natural sort order.

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Returns a list of all elements sorted according to their natural sort order.

Returns an array with all elements of this array sorted according to their natural sort order.

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this array sorted according to their natural sort order:

```kotlin
//public fun ShortArray.sortedArray(): ShortArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun IntArray.sortedArray(): IntArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun LongArray.sortedArray(): LongArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun FloatArray.sortedArray(): FloatArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun DoubleArray.sortedArray(): DoubleArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun CharArray.sortedArray(): CharArray {
if (isEmpty()) return this
return this.copyOf().apply { sort() }
} //

//public fun ByteArray.sortedArrayDescending(): ByteArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun ShortArray.sortedArrayDescending(): ShortArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun IntArray.sortedArrayDescending(): IntArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun LongArray.sortedArrayDescending(): LongArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun FloatArray.sortedArrayDescending(): FloatArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun CharArray.sortedArrayDescending(): CharArray {
if (isEmpty()) return this
return this.copyOf().apply { sortDescending() }
} //

//public fun Array<out T>.sortedArrayWith(comparator: Comparator<T>): Array<out T> {
if (isEmpty()) return this
return this.copyOf().apply { sortWith(comparator) }
} //

//public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(selector: (T) -> R?) : List<T> {
return sortedWith(compareBy(selector))
} //

//public inline fun <R : Comparable<R>> ByteArray.sortedBy(selector: (Byte) -> R?) : List<Byte> {
return sortedWith(compareBy(selector))
} //

//public inline fun <R : Comparable<R>> ShortArray.sortedBy(selector: (Short) -> R?) : List<Short> {
return sortedWith(compareBy(selector))
} //
```

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> { return sortedWith(compareBy(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <T, R : Comparable<R>> Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> { return sortedWith(compareByDescending(selector)).

* Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> { return sortedWith(crossinline selector).
Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
    /*\n    * Returns a list of all elements sorted descending according to their natural sort order.
    * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
    */
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public expect fun <T: Comparable> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

public expect fun <T> Array<out T>.asList(): List<T>

Open Source Used In DNAC Platform Guardian 10757
FloatArray.asList(): List<Float> * Returns a [List] that wraps the original array.

DoubleArray.asList(): List<Double> * Returns a [List] that wraps the original array.

BooleanArray.asList(): List<Boolean> * Returns a [List] that wraps the original array.

CharArray.asList(): List<Char> * i.e. contain the same number of the same elements in the same order.

If two corresponding elements are nested arrays, they are also compared deeply. * If any of arrays contains itself on any nesting level the behavior is undefined. * 

Array[out T].contentDeepEquals(other: Array<out T>): Boolean * Returns `true` if the two specified arrays are *deeply* equal to one another, * i.e. contain the same number of the same elements in the same order. 

If two corresponding elements are nested arrays, they are also compared deeply. * 

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepHashCode(): Int * Returns a hash code based on the contents of this array as if it is [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepToString(): String * Returns a string representation of the contents of this array as if it is a [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion. 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion. 

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * 

The elements are compared for equality with the [equals][Any.equals] function. 

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepHashCode(): Int * Returns a hash code based on the contents of this array as if it is [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepToString(): String * Returns a string representation of the contents of this array as if it is a [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion. 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion. 

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * 

The elements are compared for equality with the [equals][Any.equals] function. 

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepHashCode(): Int * Returns a hash code based on the contents of this array as if it is [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level the behavior is undefined. 

Array[out T].contentDeepToString(): String * Returns a string representation of the contents of this array as if it is a [List]. 

Nested arrays are treated as lists too. * 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion. 

If any of arrays contains itself on any nesting level that reference * is rendered as `"[...]"` to prevent recursion.
arrays are *structurally* equal to one another.*n* i.e. contain the same number of the same elements in the same order.*n* *\n* The elements are compared for equality with the \[equals\][Any.equals] function.*n* * For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.\n *\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = '\1.4\')\n@DeprecatedSinceKotlin(hiddenSince = '\1.4\')\n@SinceKotlin("1.4")\npublic expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean\n\n@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")\n@SinceKotlin("1.1")\n@DeprecatedSinceKotlin(hiddenSince = '\1.4\')\n@SinceKotlin("1.4")\npublic expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean\n\n@SinceKotlin("1.4")\npublic expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean

*/

Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another. *i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the 

[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@InStarling("1.4")` [public expect infix fun LongArray?.contentEquals](other: LongArray?):

Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another. *i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the 

[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@InStarling("1.4")` [public expect infix fun FloatArray?.contentEquals](other: FloatArray?):

Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another. *i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the 

[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@InStarling("1.4")` [public expect infix fun DoubleArray?.contentEquals](other: DoubleArray?):

Boolean

* Returns `true` if the two specified arrays are *structurally* equal to one another. *i.e. contain the same number of the same elements in the same order.*

* The elements are compared for equality with the 

[equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@InStarling("1.4")` [public expect fun CharArray?.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun ByteArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun ShortArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun IntArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun LongArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun FloatArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun DoubleArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].

* `@InStarling("1.4")` [public expect fun CharArray.contentHashCode]:

Boolean

* Returns a hash code based on the contents of this array as if it is [List].
CharArray.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun <T> Array<out T>?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun ShortArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun IntArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun LongArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun FloatArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun DoubleArray?.contentToString(): String

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString

@SinceKotlin("1.4")
public expect fun BooleanArray?.contentToString(): String

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/
endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")
public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.\n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * \n * @return the [destination] array.\n */
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
size): DoubleArray\n\n* Copies this array or its subrange into the \[destination\] array and returns that array.\n * It’s allowed to pass the same array in the \[destination\] and even specify the subrange so that it overlaps with the \[destination range\].\n * @param destination the array to copy to.\n * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when \[startIndex\] > \[endIndex\].\n * @return the \[destination\] array.\n
@SinceKotlin("1.3")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray\n
* Copies this array or its subrange into the \[destination\] array and returns that array.\n * It’s allowed to pass the same array in the \[destination\] and even specify the subrange so that it overlaps with the \[destination range\].\n * @param destination the array to copy to.\n * @param destinationOffset the position in the \[destination\] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when \[startIndex\] or \[endIndex\] is out of range of this array indices or when \[startIndex\] > \[endIndex\].\n * @return the \[destination\] array.\n
@SinceKotlin("1.3")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun ShortArray.copyOf(newSize: Int): ShortArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun IntArray.copyOf(newSize: Int): IntArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun LongArray.copyOf(newSize: Int): LongArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun FloatArray.copyOf(newSize: Int): FloatArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun BooleanArray.copyOf(newSize: Int): BooleanArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

public expect fun CharArray.copyOf(newSize: Int): CharArray

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T?>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

@param fromIndex the start of the range (inclusive) to copy.
@param toIndex the end of the range (exclusive) to copy.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
Returns a new array which is a copy of the specified range of the original array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*

*/
public expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive) to copy.
 * @param toIndex the end of the range (exclusive) to copy.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

*/

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Optional

`size == 0
` Returns `true` if the array is empty.

`@kotlin.internal.InlineOnly
public inline fun
ByteArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}

`@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public inline fun CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

`@kotlin.internal.InlineOnly
public val <T> Array<out T>.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val ByteArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val ShortArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val IntArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val LongArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val FloatArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val DoubleArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val BooleanArray.lastIndex: Int
    get() = size - 1

`@kotlin.internal.InlineOnly
public val CharArray.lastIndex: Int
    get() = size - 1

`@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): 
Array<T>

`@kotlin.internal.InlineOnly
public expect operator fun ByteArray.plus(element: Byte): 
ByteArray

`@kotlin.internal.InlineOnly
public expect operator fun ShortArray.plus(element: Short): 
ShortArray

`@kotlin.internal.InlineOnly
public expect operator fun IntArray.plus(element: Int): 
IntArray

`@kotlin.internal.InlineOnly
public expect operator fun LongArray.plus(element: Long): 
LongArray

`@kotlin.internal.InlineOnly
public expect operator fun FloatArray.plus(element: Float): 
FloatArray

`@kotlin.internal.InlineOnly
public expect operator fun DoubleArray.plus(element: Double): 
DoubleArray

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BooleanArray.plus(element: Boolean): BooleanArray

- Returns an array containing all elements of the original array and then the given [element].

CharArray.plus(element: Char): CharArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

IntArray.plus(element: Int): IntArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

ByteArray.plus(element: Byte): ByteArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

ShortArray.plus(element: Short): ShortArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

LongArray.plus(element: Long): LongArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

FloatArray.plus(element: Float): FloatArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

DoubleArray.plus(element: Double): DoubleArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

CharArray.plus(element: Char): CharArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

CharArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].

CharArray

- Returns an array containing all elements of the original array and then all elements of the given [elements].
samples.collections.Arrays.Sorting.sortArray

```kotlin
@sample samples.collections.Arrays.Sorting.sortArray

/**
 * Sorts the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable
 */
@SinceKotlin("1.4")
public expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Sorts a range in the array in-place.
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit
```
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

* The elements are sorted descending according to their natural sort order.

* * @param fromIndex the start of the range (inclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @param toItemIndex the end of the range (exclusive) to sort.

* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit

* The elements are sorted descending according to their natural sort order.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* The elements are sorted descending according to their natural sort order.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* The elements are sorted descending according to their natural sort order.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* The elements are sorted descending according to their natural sort order.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
public fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit

* The elements are sorted descending according to their natural sort order.

* * @param toItemIndex the end of the range (exclusive) to sort.

* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of\n * this array.\n * @throws IllegalArgumentConversionException if [fromIndex] is greater than [toIndex].\n *
@SinceKotlin("1.4")\npublic fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n    sortWith(comparator, 0, size)\n}

/**\n * Sorts a range in the array in-place with the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun ByteArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun ShortArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun IntArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun LongArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun DoubleArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun FloatArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun BooleanArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}

/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * @param comparator\n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *
\nfromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n */
@SinceKotlin("1.4")\npublic expect fun CharArray.sortAscending(fromIndex: Int, toIndex: Int): Unit {\n    sort(fromIndex, toIndex)\n    reverse(fromIndex, toIndex)\n}
map. The returned map preserves the entry iteration order of the original array.

```kotlin
ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}

DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> { 'n val capacity =
    mapCapacity(size).coerceAtLeast(16) return associateTo(LinkedHashMap<K, V>(capacity),
    transform)'
}
```

If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

```kotlin
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```
returned from [keySelector] function applied to each element. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

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samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
keySelector, valueTransform)) Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

@sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform

fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> ByteArray.associateByTo(destination: MutableMap<in K, in V>, keySelector: (Byte) -> K): MutableMap<in K, in V> {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> ShortArray.associateByTo(destination: MutableMap<in K, in V>, keySelector: (Short) -> K): MutableMap<in K, in V> {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs.
 * where key is provided by the [keySelector] function applied to each element of the given array and value is the element itself. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */

public inline fun <K, V> CharArray.associateByTo(destination: MutableMap<in K, in V>, keySelector: (Char) -> K): MutableMap<in K, in V> {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}
`[keySelector]` function applied to each element of the given array
* and value is the element itself.

If any two elements would have the same key returned by `[keySelector]` the last one gets added to the map.

If any two elements would have the same key returned by `[keySelector]` the last one gets added to the map.

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If any two elements would have the same key returned by `[keySelector]` the last one gets added to the map.
K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
/*\npublic inline fun <K, V, M : MutableMap&lt;K, in V&gt; CharArray.associateByTo(destination: M, keySelector: (Char) -&gt; K, valueTransform: (Char) -&gt; V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
}
*/

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; Array&lt;out T&gt;.associateTo(destination: M, transform: (T) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; ByteArray.associateTo(destination: M, transform: (Byte) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; IntArray.associateTo(destination: M, transform: (Int) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; LongArray.associateTo(destination: M, transform: (Long) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; FloatArray.associateTo(destination: M, transform: (Float) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; DoubleArray.associateTo(destination: M, transform: (Double) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo
 */
public inline fun <T, K, V, M : MutableMap&lt;K, in V&gt; BooleanArray.associateTo(destination: M, transform: (Boolean) -&gt; Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
element of the given array. If any of two pairs would have the same key the last one gets added to the map.

```kotlin
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

- The returned map preserves the entry iteration order of the original array.
- The returned map preserves the entry iteration order of the original array.

```kotlin
byteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
    val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

- The returned map preserves the entry iteration order of the original array.
- The returned map preserves the entry iteration order of the original array.
DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {
  val result =
  LinkedHashmap<Double, V>(mapCapacity(size).coerceAtLeast(16))
  return associateWithTo(result, valueSelector)
}

BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Byte, V> {
  val result =
  LinkedHashmap<Byte, V>(mapCapacity(size).coerceAtMost(128)).coerceAtLeast(16))
  return associateWithTo(result, valueSelector)
}

CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
  val result = LinkedHashMap<Char, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))
  return associateWithTo(result, valueSelector)
}

Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  return destination
}

ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {
  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  return destination
}

ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {
  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  return destination
}

IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {
  for (element in this) {
    destination.put(element, valueSelector(element))
  }
  return destination
}
samples.collections.Collections.Transformations.associateWithTo
*@
@SinceKotlin("1.4")
@kotlin.internal.Inline Only
public inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, * where key is the element itself and value is provided by the [valueSelector] function applied to that key.

*@
@SinceKotlin("1.4")
@kotlin.internal.Inline Only
public inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, * where key is the element itself and value is provided by the [valueSelector] function applied to that key.

*@
@SinceKotlin("1.4")
@kotlin.internal.Inline Only
public inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, * where key is the element itself and value is provided by the [valueSelector] function applied to that key.

*@
@SinceKotlin("1.4")
@kotlin.internal.Inline Only
public inline fun <V, M : MutableMap<in Boolean, in V>>
BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, * where key is the element itself and value is provided by the [valueSelector] function applied to that key.

*@
@SinceKotlin("1.4")
@kotlin.internal.Inline Only
public inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
} Populates and returns the [destination] mutable map with key-value pairs for each element of the given array, * where key is the element itself and value is provided by the [valueSelector] function applied to that key.

public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

public fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
given [destination] collection.

*An public fun <C : MutableCollection<in Boolean>>

BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/*
 * Appends all elements to the given [destination] collection.
 */
public fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

/*
 * Returns a new [HashSet] of all elements.
 */
public fun CharArray.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}

/*
 * Returns a [List] containing all elements.
 */
public fun <T> Array<out T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a [List] containing all elements.
 */
public fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()}
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun <T> Array<out T>.toMutableList(): MutableList<T> {
    return this.asCollection().toMutableList()
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    return ArrayList(this@ByteArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ShortArray.toMutableList(): MutableList<Short> {
    return ArrayList(this@ShortArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun IntArray.toMutableList(): MutableList<Int> {
    return ArrayList(this@IntArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun LongArray.toMutableList(): MutableList<Long> {
    return ArrayList(this@LongArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun FloatArray.toMutableList(): MutableList<Float> {
    return ArrayList(this@FloatArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    return ArrayList(this@DoubleArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    return ArrayList(this@BooleanArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    return ArrayList(this@CharArray)
}

/*
 * Returns a new [MutableList] filled with all elements of this array.
 */
public fun ByteArray.toMutableList(): MutableList<Byte> {
    return ArrayList(this@ByteArray)
}
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```kotlin
open fun List<T>.toMutableList(): MutableList<T> = { val list = ArrayList<T>(this.size)
    for (item in this) list.add(item)
    return list
}

fun Array<out T>.toSet(): Set<T> = when (size) {
    0 -> emptySet()
    1 -> setOf(this[0])
    else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

fun <T> Array<out T>.flatMap(transform: (T) -> List<R>): List<R> = flatMapTo(ArrayList<R>(), transform)
```

---

This code snippet initializes a new mutable list by iterating over the elements of the given list and adding each element to the new list. It then returns the newly created list. The `toSet` function returns a set of all elements from the original array, preserving the iteration order. The `flatMap` function returns a single list of all elements yielded from the transformation function applied to each element of the original array.
(Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element's index in the original array. */

ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element's index in the original array. */

LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

** Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element's index in the original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element's index in the original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element's index in the original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

** Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
public inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
} /* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

** Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array. */

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@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedIterable")@n@kotlin.internal.InlineOnly

public inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform:
    (index: Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array, to the given
 * destination.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedSequence")@n@kotlin.internal.InlineOnly

public inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        return list
    }
}

/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array, to the
 * given destination.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedTo<")@n@kotlin.internal.InlineOnly

public inline fun <T, R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array, to the
 * given destination.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedTo<")@n@kotlin.internal.InlineOnly

public inline fun <T : Collection<in R>> Array<out T>.flatMapIndexedTo(destination: T, transform:
    (index: Int, T) -> Collection<R>): T {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array, to the
 * given destination.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedTo<")@n@kotlin.internal.InlineOnly

public inline fun <T : Collection<in R>> Array<out T>.flatMapIndexedTo(destination: T, transform:
    (index: Int, T) -> Collection<R>): T {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element and its index in the original array, to the
 * given destination.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

*An@SinceKotlin("1.4")@n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)n@OverloadResolution
ByLambdaReturnType@n@kotlin.jvm.JvmName("flatMapIndexedTo<")@n@kotlin.internal.InlineOnly

public inline fun <T : Collection<in R>> Array<out T>.flatMapIndexedTo(destination: T, transform:
    (index: Int, T) -> Collection<R>): T {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}
results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int, Float) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C \n{\n    var index = 0
    for (element in this) \n    {\n        val list = transform(index++, element)\n        destination.addAll(list)\n    }\n    return destination\n}\n**\n* Appends all elements yielded from results of [transform] function being invoked on each element\n* and its index in the original array, to the given
[destination].\n
element

destination.addAll(list)

return destination

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> MutableCollection<in R>.flatMapTo(destination: C, transform: (element) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Adds all elements yielded from results of [transform] function being invoked on each element of original array, to the given destination.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapTo")
@kotlin.internal.InlineOnly
public inline fun <R, C :.MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
Array<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C

Map<K, List<T>>

groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)

ByteArray.groupBy(keySelector: (Byte) -> K)

ShortArray.groupBy(keySelector: (Short) -> K)

IntArray.groupBy(keySelector: (Int) -> K)

LongArray.groupBy(keySelector: (Long) -> K)

FloatArray.groupBy(keySelector: (Float) -> K)

DoubleArray.groupBy(keySelector: (Double) -> K)

groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)

destination

destination

flatMapTo(destination

groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)

groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
samples.collections.Collections.Transformations.groupBy

/*public inline fun <K>
BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>>
*/

return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)

samples.collections.Collections.Transformations.groupBy

samples.collections.Collections.Transformations.groupByKeysAndValues

Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

samples.collections.Collections.Transformations.groupByKeysAndValues

CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>>

return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)

samples.collections.Collections.Transformations.groupByKeysAndValues

IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

samples.collections.Collections.Transformations.groupByKeysAndValues

LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

samples.collections.Collections.Transformations.groupByKeysAndValues

Open Source Used In DNAC Platform Guardian 10790
FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each key group is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each key group is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each key group is associated with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */
public fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
element and puts to the [destination] map each group key associated with a list of corresponding elements.

```kotlin
*\n*@return The [destination] map.

*\n*
*sample samples.collections.Collections.Transformations.groupBy

*\n*\n*Anpublic inline fun <K, M : MutableMap<in K, MutableList<*>>> LongArray.groupByTo(destination: M,
*\n*keySelector: (Long) -> K): M {\n*\n*for (element in this) {\n*\n*val key = keySelector(element)\n*\n*val list = destination.getOrPut(key) {\n*\n*ArrayList<*>() \n*\n*} list.add(element)\n*\n*return destination\n*\n*}\n*\n*Groups elements of the original array by the key returned by the given [keySelector] function\n*\n*applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
*\n*
*\n*@return The [destination] map.

*\n*
*sample samples.collections.Collections.Transformations.groupBy

*\n*\n*Anpublic inline fun <K, M : MutableMap<in K, MutableList<*>>> LongArray.groupByTo(destination: M,
*\n*keySelector: (Long) -> K): M {\n*\n*for (element in this) {\n*\n*val key = keySelector(element)\n*\n*val list = destination.getOrPut(key) {\n*\n*ArrayList<*>() \n*\n*} list.add(element)\n*\n*return destination\n*\n*}\n*\n*Groups elements of the original array by the key returned by the given [keySelector] function\n*\n*applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
*\n*
*\n*@return The [destination] map.

*\n*
*sample samples.collections.Arrays

*\n*\n*Anpublic inline fun <T, K, V, M : MutableMap<in K, MutableList<*>>> Array<out T>.groupByTo(destination: M,
*\n*keySelector: (T) -> K, valueTransform: (T) -> V): M {\n*\n*for (element in this) {\n*\n*val key = keySelector(element)\n*\n*val list = destination.getOrPut(key) {\n*\n*ArrayList<*>() \n*\n*} list.add(valueTransform(element))\n*\n*return destination\n*\n*}\n*\n*Groups values returned by the [valueTransform] function applied to each element of the original array\n*\n*by the key returned by the given [keySelector] function applied to the element\n*\n*and puts to the [destination] map each group key associated with a list of corresponding values.
*\n*
*\n*@return The [destination] map.

*\n*
*sample samples.collections.Arrays

*\n*\n*Anpublic inline fun <T, K, V, M : MutableMap<in K, MutableList<*>>> ByteArray.groupByTo(destination: M,
*\n*keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n*\n*for (element in this) {\n*\n*val key = keySelector(element)\n*\n*val list = destination.getOrPut(key) {\n*\n*ArrayList<>() \n*\n*} list.add(valueTransform(element))\n*\n*return destination\n*\n*}\n*\n*Groups values returned by the [valueTransform] function applied to each element of the original array\n*\n*by the key returned by the given [keySelector] function applied to the element\n*\n*and puts to the [destination] map each group key associated with a list of corresponding values.
*\n*
*\n*@return The [destination] map.

*\n*
*sample samples.collections.Arrays
```

---

**Open Source Used In DNAC Platform Guardian 10792**
inline fun <K, V, M : MutableMap<K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    val list = destination.getOrPut(key) { ArrayList<V>() }.
    list.addAll(valueTransform(element)).
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Transformations.groupByKeysAndValues
 */

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the given [transform] function

* to each element and its index in the original array.

* @param [transform]

  function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> \n
  \n
  Applies the given [transform] function to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.

  * @public inline fun \(<\mathrm{R}>\) Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): List<\(<\mathrm{R}>\) \n
  \n
  Returns a list containing the results of applying the given [transform] function

  * to each element and its index in the original array.

  * @param [transform] function that takes the index of an element and the element itself

  * and returns the result of the transform applied to the element.
returns the result of the transform applied to the element.

IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach {
        element -> transform(element)?.let { destination.add(it) } }
    return destination
}

Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

IntArray.mapTo(destination: C, transform: (Int) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
element of the original array
* and appends the results to the given [destination].
*

/*
* Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R):
C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R):
C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R):
C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R):
C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
* and appends the results to the given [destination].
*/
public inline fun <R, C :
MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R):
C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself.
*
*/
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
* 
* The elements in the resulting list are in the same order as they were in the source
* array. 
* 
* Examples:
* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy
*/
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
* 
* The elements in the resulting list are in the same order as they were in the source
* array. 
* 
* Examples:
* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy
*/
public fun <T> List<T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}
array.

@sample samples.collections.Collections.Transformations.distinctAndDistinctBy

*public fun ShortArray.distinct():
    List<Short> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun IntArray.distinct():
    List<Int> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun LongArray.distinct():
    List<Long> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun FloatArray.distinct():
    List<Float> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun DoubleArray.distinct():
    List<Double> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun BooleanArray.distinct():
    List<Boolean> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun CharArray.distinct():
    List<Char> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun ByteArray.distinct():
    List<Byte> {
        return this.toMutableSet().toList()/* The elements in the resulting list are in the same order as they were in the source array */
    }

*public fun ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

*public fun BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> IntArray.intersect(other:Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

fun <T> LongArray.intersect(other:Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}
The returned set preserves the element iteration order of the original array.\n * \n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n * \n * In public infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {\n    \n    val set = this.toDoubleSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */
public infix fun HashSet<Char>.subtract(other: Iterable<Char>): Set<Char> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<Double>.subtract(other: Iterable<Double>): Set<Double> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<Float>.subtract(other: Iterable<Float>): Set<Float> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<Long>.subtract(other: Iterable<Long>): Set<Long> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<Short>.subtract(other: Iterable<Short>): Set<Short> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<Byte>.subtract(other: Iterable<Byte>): Set<Byte> {\n    val set = this.toMutableSet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<DoubleArray>.subtract(other: Iterable<DoubleArray>): Set<DoubleArray> {\n    val set = this.toDoubleArraySet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<FloatArray>.subtract(other: Iterable<FloatArray>): Set<FloatArray> {\n    val set = this.toFloatArraySet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<LongArray>.subtract(other: Iterable<LongArray>): Set<LongArray> {\n    val set = this.toLongArraySet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<ShortArray>.subtract(other: Iterable<ShortArray>): Set<ShortArray> {\n    val set = this.toShortArraySet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<ByteArray>.subtract(other: Iterable<ByteArray>): Set<ByteArray> {\n    val set = this.toByteArraySet().\n    set.retainAll(other)\n    return set\n}/**
 * Returns a set containing all elements that are contained by both this array and the specified collection.\n */
public infix fun HashSet<CharArray>.subtract(other: Iterable<CharArray>): Set<CharArray> {\n    val set = this.toCharArraySet().\n    set.retainAll(other)\n    return set\n}
* Returns a new [MutableSet] containing all distinct elements from the given array.

```kotlin
public fun ByteArray.toMutableSet(): MutableSet<Byte> {
    return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
}
```

```kotlin
public fun ShortArray.toMutableSet(): MutableSet<Short> {
    return toCollection(LinkedHashSet<Short>(mapCapacity(size)))
}
```

```kotlin
public fun IntArray.toMutableSet(): MutableSet<Int> {
    return toCollection(LinkedHashSet<Int>(mapCapacity(size)))
}
```

```kotlin
public fun LongArray.toMutableSet(): MutableSet<Long> {
    return toCollection(LinkedHashSet<Long>(mapCapacity(size)))
}
```

```kotlin
public fun FloatArray.toMutableSet(): MutableSet<Float> {
    return toCollection(LinkedHashSet<Float>(mapCapacity(size)))
}
```

```kotlin
public fun DoubleArray.toMutableSet(): MutableSet<Double> {
    return toCollection(LinkedHashSet<Double>(mapCapacity(size)))
}
```

```kotlin
public fun BooleanArray.toMutableSet(): MutableSet<Boolean> {
    return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
}
```

```kotlin
public fun CharArray.toMutableSet(): MutableSet<Char> {
    return toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
}
```

```kotlin
infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
```

```kotlin
infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<T>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
    return set.intersect(otherSet)
}
```

```kotlin
infix fun <T> Array<out T>.except(other: Iterable<T>): Set<T> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<T>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun ByteArray.except(other: Iterable<Byte>): Set<Byte> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun ShortArray.except(other: Iterable<Short>): Set<Short> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun IntArray.except(other: Iterable<Int>): Set<Int> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun LongArray.except(other: Iterable<Long>): Set<Long> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun BooleanArray.except(other: Iterable<Boolean>): Set<Boolean> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    return thisSet.minus(otherSet)
}
```

```kotlin
infix fun CharArray.except(other: Iterable<Char>): Set<Char> {
    val thisSet = this.toMutableSet()
    val otherSet = other.toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))
    return thisSet.minus(otherSet)
}
```
preserves the element iteration order of the original array.

Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. The returned set contains all distinct elements from both collections. The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].

```kotlin
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}
```

The returned set preserves the element iteration order of the original array.
!isEmpty() Returns `true` if array has at least one element.

```kotlin
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

```kotlin
/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return this.size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return this.size
}
```
inline fun DoubleArray.count(): Int { return size
} Returns the number of elements in this array.

inline fun BooleanArray.count(): Int { return size
} Returns the number of elements in this array.

inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

inline fun ShortArray.count(predicate: (Short) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

inline fun IntArray.count(predicate: (Int) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

inline fun LongArray.count(predicate: (Long) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

inline fun charArray.count(predicate: (Char) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

fun <T> Array<T>.count(predicate: (T) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} Returns the number of elements matching the given [predicate].

class <T> Array<T>.fold(initial: R, operation: (acc: R, T) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} Returns the specified [initial] value if the array is empty.

fun <R> MemoryArray.fold(initial: R, operation: (acc: R, Byte) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} Returns the specified [initial] value if the array is empty.

fun <R> MemoryShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} Returns the specified [initial] value if the array is empty.

fun <R> MemoryIntArray.fold(initial: R, operation: (acc: R, Int) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} Returns the specified [initial] value if the array is empty.

fun <R> MemoryLongArray.fold(initial: R, operation: (acc: R, Long) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} Returns the specified [initial] value if the array is empty.

fun <T> Array<T>.getAll(): Array<T> { var result = ArrayList<T>()
for (element in this) result.add(element)
return result
} Returns an array containing all elements in this array.

fun <T> Array<T>.getAll(reversed: Boolean): Array<T> { var result = ArrayList<T>()
for (element in this) result.add(element)
if (reversed) result.reverse()
return result
} Returns an array containing all elements in this array.

fun <T> Array<T>.get(index: Int): T { if (index < 0 || index >= size) throw IndexOutOfBoundsException()
return this[index]
} Returns the element at the specified index.

fun <T> Array<T>.get(reversed: Boolean, index: Int): T { if (index < 0 || index >= size) throw IndexOutOfBoundsException()
return this[index]
} Returns the element at the specified index.

fun <T> Array<T>.contains(element: T): Boolean { for (i in 0 until size) if (this[i] == element) return true
return false
} Returns true if the array contains the specified element.

fun <T> Array<T>.containsAll(elements: Collection<T>): Boolean { for (element in elements) if (!this.contains(element)) return false
return true
} Returns true if the array contains all the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>): Boolean { for (element in elements) if (this.contains(element)) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAll(elements: Collection<T>, fromIndex: Int): Boolean { for (i in fromIndex until size) if (!this[i] == elements[i]) return false
return true
} Returns true if the array contains all the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int): Boolean { for (i in fromIndex until size) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.

fun <T> Array<T>.containsAny(elements: Collection<T>, fromIndex: Int, toIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int, endIndex: Int, startIndex: Int): Boolean { for (i in fromIndex until toIndex) if (this[i] == elements[i]) return true
return false
} Returns true if the array contains any of the specified elements.
accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* /\public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R>CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* /\public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator

* Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
[operation] function that takes the index of an element, current accumulator value \( \text{elem} \) and the element itself, and calculates the next accumulator value.

```java
public inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {
    var index = 0
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index++, accumulator, element)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <R> T.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> BooleanArray.foldRight(initial: R, operation: (T, acc: R, Boolean) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> CharArray.foldRight(initial: R, operation: (T, acc: R, Char) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> DoubleArray.foldRight(initial: R, operation: (T, acc: R, Double) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> FloatArray.foldRight(initial: R, operation: (T, acc: R, Float) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.

```java
public inline fun <T> ShortArray.foldRight(initial: R, operation: (T, acc: R, Short) -> R): R {
    var index = lastIndexOf
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}
```

Returns the specified [initial] value if the array is empty.
next accumulator value.

*An:public inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

*An:public inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}
var index = lastIndex
var accumulator = initial
while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
}
return accumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value. 

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

* Returns the specified [initial] value if the array is empty.

* Performs the given [action] on each element.

* Performs the given [action] on each element.

* Performs the given [action] on each element.
the given [action] on each element.

*\n
public inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */
public inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Array<out Double>.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Array<out T>.max(): T? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.max(): Byte? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.max(): Short? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.max(): Int? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.max(): Long? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.max(): Float? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.max(): Double? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.max(): Boolean? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.", ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun CharArray.max(): Char? {
    return maxOrNull()
}
```kotlin
/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.internal.InlineOnly
public inline fun <R> Array<out T>.maxOf(selector: (T) -> R): R
```
Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

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@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun StringArray.maxOf(selector: (String) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution ByLambdaReturnType@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) -> Double): Double { if (isEmpty()) throw NoSuchElementException(); var maxValue = selector(this[0]); for (i in 1..lastIndex) { val v = selector(this[i]); maxValue = maxOf(maxValue, v); } return maxValue; } /* * Returns the largest value among all values produced by [selector] function if the array is empty. */

@SinceKotlin("1.4") @OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun CharArray.maxOf(selector: (Char) -> Double): Double {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun <T> Array<out T>.maxOf(selector: (T) -> Float): Float {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun ShortArray.maxOf(selector: (Short) -> Float): Float {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun IntArray.maxOf(selector: (Int) -> Float): Float {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}

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 * Returns the largest value among all values produced by [selector] function applied to each element in the array.
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@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\u00a0@kotlin.internal.InlineOnly\n\npublic inline fun LongArray.maxOf(selector: (Long) -> Float): Float {  
    if (isEmpty()) throw NoSuchElementException() 
    var maxValue = selector(this[0]) 
    for (i in 1 .. lastIndex) {  
        val v = selector(this[i]) 
        var returnMaxValue = selector(this[i]) 
        if (v > returnMaxValue) returnMaxValue = v 
    } 
    return returnMaxValue 
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun FloatArray.maxOf(selector: (Float) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun BooleanArray.maxOf(selector: (Boolean) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun CharArray.maxOf(selector: (Char) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
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 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ByteArray.maxOf(selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
@public inline fun <R : Comparable<R>> ShortArray.maxOf(selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
public inline fun <R : Comparable<R>> IntArray.maxOf(selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */

public inline fun <R : Comparable<R>> LongArray.maxOf(selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */

public inline fun <R : Comparable<R>> FloatArray.maxOf(selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */

public inline fun <R : Comparable<R>> DoubleArray.maxOf(selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */

public inline fun <R : Comparable<R>> BooleanArray.maxOf(selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */

public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
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    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
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        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

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@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly\nipublic inline fun FloatArray.maxOfOrNull(selector: (Float) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
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    if (isEmpty()) return null
    var maxValue = selector(this[0])
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        maxValue = maxOf(maxValue, v)
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        maxValue = maxOf(maxValue, v)
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}
```

Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * In any of values produced by [selector] function is `NaN`, the returned result
 is `NaN`.
each element in the array or `null` if there are no elements. If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun <T> Array<out T>.maxOfOrNull(selector: (T) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun ShortArray.maxOfOrNull(selector: (Short) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun IntArray.maxOfOrNull(selector: (Int) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun LongArray.maxOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```

```kotlin
/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements. If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.Transparent
public inline fun FloatArray.maxOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
```
the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun DoubleArray.maxOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun BooleanArray.maxOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun CharArray.maxOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun <T, R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun <R : Comparable<R>> ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun <R : Comparable<R>> ShortArray.maxOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by \([selector]\) function\* applied to each element in the array or `null` if there are no elements.\* \* \* \* If any of values produced by \([selector]\) function is `NaN`, the returned result is `NaN`. \n
*/
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic fun <R : Comparable<R>> IntArray.maxOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.maxOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced
 * by [selector] function * applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided
 * [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
}

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
}

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    val v = selector(this[i])
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
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        maxValue = v
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    return maxValue
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    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
}

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    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
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        maxValue = v
    }
    return maxValue
}

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
}

Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.

maxValue = selector(this[0])
for (i in 1..lastIndex) {
    val v = selector(this[i])
    if (comparator.compare(maxValue, v) < 0) {
        maxValue = v
    }
    return maxValue
}
fun maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <R> DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
By Lambda Return Type

```kotlin
BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        this[i] = v
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

Returns the largest value according to the provided `comparator` among all values produced by `selector` function called to each element in the array or `null` if there are no elements.

```kotlin
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
```

Returns the largest character or `null` if there are no elements.

```kotlin
Array<out Double>.maxOrNull(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
ByteArray.maxOrNull(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
CharArray.maxOrNull(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}
```

Returns the largest byte according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
Array<out Float>.maxOrNull(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}
```

Returns the largest byte according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
Array<out Long>.maxOrNull(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}
```

Returns the largest byte according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
Array<out Short>.maxOrNull(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest element or `null` if there are no elements.

```kotlin
ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}
```

Returns the largest byte according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}
```

Returns the largest integer according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}
```

Returns the largest integer according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}
```

Returns the largest integer according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.

```kotlin
IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}
```

Returns the largest integer according to the provided `comparator` or `null` if there are no elements.

```kotlin
CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

Returns the largest character according to the provided `comparator` or `null` if there are no elements.
ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    return maxWithOrNull(comparator)
}

FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
    return maxWithOrNull(comparator)
}

ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    return maxWithOrNull(comparator)
}

FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    return maxWithOrNull(comparator)
}

CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}

ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    return maxWithOrNull(comparator)
}

IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    return maxWithOrNull(comparator)
}

LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    return maxWithOrNull(comparator)
}

FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    return maxWithOrNull(comparator)
}

CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    return maxWithOrNull(comparator)
}

ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
*\@SinceKotlin("1.4")\
public fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>):
Boolean? { \n    if (isEmpty()) return null\n    var max = this[0] \n    for (i in 1..lastIndex) { \n        val e = this[i]\n        if (comparator.compare(max, e) < 0) max = e\n    } \n    return max\n}\
\n@SinceKotlin("1.4")\npublic fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun ByteArray.minBy(selector: (Byte) -> R): Byte? {
    return minByOrNull(selector)
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun ShortArray.minBy(selector: (Short) -> R): Short? {
    return minByOrNull(selector)
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun IntArray.minBy(selector: (Int) -> R): Int? {
    return minByOrNull(selector)
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun LongArray.minBy(selector: (Long) -> R): Long? {
    return minByOrNull(selector)
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun FloatArray.minBy(selector: (Float) -> R): Float? {
    return minByOrNull(selector)
}

@Deprecated("Use minOrNull instead.",
ReplaceWith("minOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun DoubleArray.minBy(selector: (Double) -> R): Double? {
    return minByOrNull(selector)
}
ReplaceWith("\"minByOrNull(selector)\"\")@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    return minByOrNull(selector)@Deprecated("Use minByOrNull instead.",

@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)\"))@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}

@DeprecatedSinceKotlin(warningSince = \"1.4\")
@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)\"))
@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    return minByOrNull(selector)
}

@DeprecatedSinceKotlin(warningSince = \"1.4\")
@Deprecated("Use minByOrNull instead.",
ReplaceWith("minByOrNull(selector)\"))
@DeprecatedSinceKotlin(warningSince = \"1.4\")\npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
    return minByOrNull(selector)
}

/**
* Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
* @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 * @sample samples.collections.Collections.Aggregates.minByOrNull */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

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samples.collections.Collections.Aggregates.minByOrNull
* */
@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minVal = selector(minElem)
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minVal > v) {
            minElem = v
            minVal = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minElem = v
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function \* applied to each element in the array.\n * \* \* \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \* \* \* @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \* applied to each element in the array.\n * \* \* \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \* \* \* @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOf(selector: (Byte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \* applied to each element in the array.\n * \* \* \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \* \* \* @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOf(selector: (Short) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \* applied to each element in the array.\n * \* \* \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \* \* \* @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOf(selector: (Int) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \* applied to each element in the array.\n * \* \* \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \* \* \* @throws
 * NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOf(selector: (Float) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOf(selector: (Double) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOf(selector: (Boolean) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOf(selector: (Char) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.minOf(selector: (T) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.minOf(selector: (Byte) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to
each element in the array. * * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`. * * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ShortArray.minOf(selector: (Short) -> Float): Float {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
each element in the array.

* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun IntArray.minOf(selector: (Int) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*         var minValue = selector(this[0])
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun LongArray.minOf(selector: (Long) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun FloatArray.minOf(selector: (Float) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun DoubleArray.minOf(selector: (Double) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun BooleanArray.minOf(selector: (Boolean) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
* @OverloadResolution
* @LambdaReturnType
* @kotlin.internal.InlineOnly
* public inline fun CharArray.minOf(selector: (Char) -> Float): Float {
*     if (isEmpty()) throw NoSuchElementException(
*     for (i in 1..lastIndex) {
*         val v = selector(this[i])
*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
* @SinceKotlin("1.4")
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*         minValue = minOf(minValue, v)
*     }
*     return minValue
* } // * @throws NoSuchElementException if the array is empty.
by [selector] function\n* applied to each element in the array.\n\n* \n* @throws NoSuchElementException if the array is empty.\n
*\n*\n* By Lambda ReturnType\n*\n*\n* OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n*\n* OverloadResolution\n*\n* ByteArray.minOf(selector: (Byte) -> R): R {\n}\n* if (isEmpty()) throw NoSuchElementException()\n* var minValue = selector(this[0])\n* for (i in 1..lastIndex) {\n* \n* val v = selector(this[i])\n* \n* if (minValue > v) {\n* \n* minValue = v\n* }\n* }\n* \n* return minValue\n* }\n*\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n\n* \n* @throws NoSuchElementException if the array is empty.\n
*\n*\n* IntArray.minOf(selector: (Int) -> R): R {\n* if (isEmpty()) throw NoSuchElementException()\n* var minValue = selector(this[0])\n* for (i in 1..lastIndex) {\n* \n* val v = selector(this[i])\n* \n* if (minValue > v) {\n* \n* minValue = v\n* }\n* }\n* \n* return minValue\n* }\n*\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n\n* \n* @throws NoSuchElementException if the array is empty.\n
*\n*\n* LongArray.minOf(selector: (Long) -> R): R {\n* if (isEmpty()) throw NoSuchElementException()\n* var minValue = selector(this[0])\n* for (i in 1..lastIndex) {\n* \n* val v = selector(this[i])\n* \n* if (minValue > v) {\n* \n* minValue = v\n* }\n* }\n* \n* return minValue\n* }\n*\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n\n* \n* @throws NoSuchElementException if the array is empty.\n
*\n*\n* DoubleArray.minOf(selector: (Double) -> R): R {\n* if (isEmpty()) throw NoSuchElementException()\n* var minValue = selector(this[0])\n* for (i in 1..lastIndex) {\n* \n* val v = selector(this[i])\n* \n* if (minValue > v) {\n* \n* minValue = v\n* }\n* }\n* \n* return minValue\n* }\n*\n* Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array.\n\n* \n* @throws NoSuchElementException if the array is empty.
```kotlin
minValue = v
return min

/**
 * Returns the smallest value among all values produced by \[selector\] function
 * applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun  

```
val v = selector(this[i])
minValue = minOf(minValue, v)
\} return minValuen\"n/**n * Returns
the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null`
if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector: (Double) -> Double): Double? {\nval v = selector(this[i])\nvar minValue = selector(this[0])\nfor (i in 1..lastIndex) {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Double): Double? {\nval v = selector(this[i])\nvar minValue = selector(this[0])\nfor (i in 1..lastIndex) {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By LambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOfOrNull(selector: (Char) -> Double): Double? {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {\nval v = selector(this[i])\nminValue = minOf(minValue, v)\n\} return minValue\n\"n/**n * Returns the smallest value among all values produced by [selector] function\n* applied to each element in the array or `null` if there are no elements.\n* \n* If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOfOrNull(selector: (Int) ->
Float? Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is \`NaN\`, the returned result is \`NaN\`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue =
selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> IntArray.minOfOrNull(selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> LongArray.minOfOrNull(selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> FloatArray.minOfOrNull(selector: (Float) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> DoubleArray.minOfOrNull(selector: (Double) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> BooleanArray.minOfOrNull(selector: (Boolean) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value among all values produced by [selector] function
* applied to each element in the array or 'null' if there are no elements.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> CharArray.minOfOrNull(selector: (Char) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
for (i in 1..lastIndex) { val v = selector(this[i])
if (minValue > v) { minValue = v
}
return minValue
} /* Returns the smallest value according to the provided [comparator] function applied to each element in the array.*/

@throws NoSuchElementException if the array is empty.*/

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out
T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> ByteArray.minOfWith(comparator: Comparator<in R>, selector: (Byte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> ShortArray.minOfWith(comparator: Comparator<in R>, selector: (Short) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> IntArray.minOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> LongArray.minOfWith(comparator: Comparator<in R>, selector: (Long) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> FloatArray.minOfWith(comparator: Comparator<in R>, selector: (Float) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced
 * by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType@kotlin.internal.InlineOnly@public inline fun <R> DoubleArray.minOfWith(comparator: Comparator<in R>, selector: (Double) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.minOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R> LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {
    if (isEmpty()) return null
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda Return Type of getValue().\n
public inline fun <R> FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    var minValue = selector(this[0])\n    // For each element in the array\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            \n            // Update the minimum value\n            minValue = v\n        }\n    }\n
    // Return the minimum value or null if there are no elements\n    return minValue\n}

/**\n * Returns the smallest value according to the provided [comparator] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda Return Type of getValue().\n
public inline fun <R> DoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    var minValue = selector(this[0])\n    // For each element in the array\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            \n            // Update the minimum value\n            minValue = v\n        }\n    }\n
    // Return the minimum value or null if there are no elements\n    return minValue\n}

/**\n * Returns the smallest value according to the provided [comparator] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
By Lambda Return Type of getValue().\n
public inline fun <R> BooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    var minValue = selector(this[0])\n    // For each element in the array\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val v = selector(this[i])\n        if (comparator.compare(minValue, v) > 0) {\n            \n            // Update the minimum value\n            minValue = v\n        }\n    }\n
    // Return the minimum value or null if there are no elements\n    return minValue\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun Array<out Double>.minOrNull(): Double? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun Array<out Float>.minOrNull(): Float? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun ByteArray.minOrNull(): Byte? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun ShortArray.minOrNull(): Short? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun IntArray.minOrNull(): Int? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}

/**\n * Returns the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`\n
*\n@SinceKotlin("1.4")\npublic fun LongArray.minOrNull(): Long? {\n    \n    // If the array is empty, return null\n    if (isEmpty()) return null\n    \n    // For each element in the array\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        \n        // Select the element and compare it with the current minimum\n        val e = this[i]\n        min = minOf(min, e)\n    }\n
    // Return the smallest element or `null` if there are no elements\n    return min\n}
**SinceKotlin("1.4")**

```kotlin
public fun FloatArray.minOrNull(): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minOrNull(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        min = minOf(min, e)
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minOrNull(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    return minWithOrNull(comparator)
}

@Deprecated("Use minWithOrNull instead.",
ReplaceWith("minWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    return minWithOrNull(comparator)
}

/**
 * Returns the first element having the smallest value according to the provided 
 * [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided 
 * [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

Open Source Used in DNAC Platform Guardian 10837
```kotlin
*\@SinceKotlin("1.4")*\npublic fun IntArray.minWithOrNull(comparator: Comparator\<in Int\>): Int? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
*\@SinceKotlin("1.4")*\npublic fun LongArray.minWithOrNull(comparator: Comparator\<in Long\>): Long? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
*\@SinceKotlin("1.4")*\npublic fun FloatArray.minWithOrNull(comparator: Comparator\<in Float\>): Float? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
*\@SinceKotlin("1.4")*\npublic fun DoubleArray.minWithOrNull(comparator: Comparator\<in Double\>): Double? {
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Array\<out T\>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

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Open Source Used In DNAC Platform Guardian 10838
(Short) -> Boolean): Boolean { for (element in this) if (predicate(element)) return false
    return true
}

* Returns `true` if no elements match the given [predicate].

@sample samples.collections.Aggregates.noneWithPredicate

@public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

* Returns `true` if no elements match the given [predicate].

@sample samples.collections.Aggregates.noneWithPredicate

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

* Returns `true` if no elements match the given [predicate].

@sample samples.collections.Aggregates.noneWithPredicate

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

* Returns `true` if no elements match the given [predicate].

@sample samples.collections.Aggregates.noneWithPredicate

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

* Returns `true` if no elements match the given [predicate].

@sample samples.collections.Aggregates.noneWithPredicate

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@param [action] function that takes the index of an element and the element itself
 * and performs the action on
the element.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.onEachIndexed(action: (index: Int, T) -> Unit): Array<out T> {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element,
 * and returns the array itself afterwards.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
    return apply { forEachIndexed(action) }
}
@param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n* 

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {\n    if (isEmpty()) throw \n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n* \n* Throws an exception if this array is empty. If the array can be empty in an expected way,\n* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n* \n* @param [operation] function that takes current accumulator value and an element,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduce\n*
@param [operation] function that takes current accumulator value and an element

* and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduce

> BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
  if (isEmpty())
    throw
  var accumulator = this[0]
  for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
  }
  return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes current accumulator value and an element,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,

* and calculates the next accumulator value.

* Accumulates value starting with the first element and applying [operation] from left to right

* to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself,
1..lastIndex) {\n    accumulator = operation(index, accumulator, this[index])\n} return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n */ @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n */ \n
@sample samples.collections.Collections.Aggregates.reduce\n
LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n    if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n */ @sample samples.collections.Collections.Aggregates.reduce\n
FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {\n    if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n */ @sample samples.collections.Collections.Aggregates.reduce\n
DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {\n    if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n */ @sample samples.collections.Collections.Aggregates.reduce\n
BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {\n    if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n */ @sample samples.collections.Collections.Aggregates.reduce\n
CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n    if (isEmpty()) throw
UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0] for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    } return
accumulator\n/* Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n */ /*\n * Returns `null` if
the array is empty.\n * \n * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte,
Byte) -> Byte): Byte? { \n   \n   return accumulator\n * \n   * \n   * \n   * \n   * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short,
Short) -> Short): Short? { \n   \n   return accumulator\n * \n   * \n   * \n   * \n   * \n   * \n   * \n   * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int,
Int) -> Int): Int? { \n   \n   return accumulator\n * \n   * \n   * \n   * \n   * \n   * \n   * \n   * \n   * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun LongArray.reduceIndexedOrNull(operation: (index: Int, acc: Long,
Long) -> Long): Long? { \n   \n   return accumulator\n * \n   * \n   * \n   * \n   * \n   * \n   * \n   * \n   * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float,
Float) -> Float): Float? { \n   \n   return accumulator\n * \n   * \n   * \n   * \n   * \n   * \n   * \n   * \n   * \n   * @param \[operation\] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n *
@SinceKotlin("1.4")\npublic inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc:
Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
public inline fun <T : S> Array<T>.reduceOrNull(operation: (acc: T, T) -> T): T? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns `null` if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
accumulator value.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Returns `null` if the array is empty. If the array can be empty in an expected way,
 * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
public inline fun CharArray.reduceRightOrNull(operation: (acc: Char, Char) -> Char): Char? {
    return null
}
```

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fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        return accumulator
    }
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns 'null' when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
receiver is empty.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

* @sample

samples.collections.Collections.Aggregates.reduceRight

public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(accumulator, get(index--));
    }
    return accumulator
}

/*
 * Accumulates value starting with the last element and applying [operation] from right to left. If the receiver is empty. Returns 'null' when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample

samples.collections.Collections.Aggregates.reduceRight

public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(get(index--), accumulator);
    }
    return accumulator
}

/*
 * Accumulates value starting with the last element and applying [operation] from right to left. If the receiver is empty. Returns 'null' when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample

samples.collections.Collections.Aggregates.reduceRight

public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator);
        --index
    }
    return accumulator
}

/*
 * Accumulates value starting with the last element and applying [operation] from right to left. If the receiver is empty. Returns 'null' when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample

samples.collections.Collections.Aggregates.reduceRight

public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator);
        --index
    }
    return accumulator
}

/*
 * Accumulates value starting with the last element and applying [operation] from right to left. If the receiver is empty. Returns 'null' when its receiver is empty.
 * and calculates the next accumulator value.
 * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @sample

samples.collections.Collections.Aggregates.reduceRight

public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator);
        --index
    }
    return accumulator
}
value, \* and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun IntArray.reduceRightIndexed(operation: (Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throwUnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index \>= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

value, \* and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.reduceRight

    var index = lastIndex
    if (index < 0) throwUnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index \>= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

value, \* and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun FloatArray.reduceRightIndexed(operation: (Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throwUnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index \>= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

value, \* and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun DoubleArray.reduceRightIndexed(operation: (Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throwUnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index \>= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

value, \* and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.reduceRight

public inline fun BooleanArray.reduceRightIndexed(operation: (Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throwUnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index \>= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
* @param \[operation\] function that takes the index of an element, the element itself and current accumulator value, \n * and calculates the next accumulator value.

```kotlin
samples.collections.Collections.Aggregates.reduceRightIndexedOrNull

CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char
```

```kotlin
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
public inline fun IntArray.reduceRightIndexedOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the last element and applying \[operation\] from right to left\n * to each element with its index in the original array and current accumulator value.
 * @param \[operation\] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 */
```
@param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* and calculates the next accumulator value.\n* \n* * @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun FloatArray.reduceRightIndexedOrNull(\noperation: (index: Int, Float, acc: Float) -> Float): Float? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(index, get(index), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element with \n* its index in the original array and current accumulator value.\n* \n* * Returns `null` if the array is empty.\n* * \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun DoubleArray.reduceRightIndexedOrNull(\noperation: (index: Int, Double, acc: Double) -> Double): Double? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(index, get(index), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element with \n* its index in the original array and current accumulator value.\n* \n* * Returns `null` if the array is empty.\n* * \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun BooleanArray.reduceRightIndexedOrNull(\noperation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(index, get(index), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element with \n* its index in the original array and current accumulator value.\n* \n* * Returns `null` if the array is empty.\n* * \n* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun CharArray.reduceRightIndexedOrNull(\noperation: (index: Int, Char, acc: Char) -> Char): Char? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(index, get(index), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element and \n* current accumulator value.\n* \n* * \n* \n* * @param [operation] function that takes an element and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * \n* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun ByteArray.reduceRightOrNull(\noperation: (Byte, acc: Byte) -> Byte): Byte? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(get(index--), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element and \n* current accumulator value.\n* \n* * \n* \n* * @param [operation] function that takes an element and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * \n* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun <S, T : S> Array<T>.reduceRightOrNull(\noperation: (T, acc: S) -> S): S? \n{ \n    \n    var index = lastIndex \n    if (index < 0) return null \n    \n    var accumulator: S = get(index--) \n    while (index >= 0) \n    { \n        accumulator = operation(get(index--), accumulator) \n        \n        return accumulator \n    } \n
    return accumulator \n} \n
/*\nAccumulates value starting with the last element and applying [operation] from right to left \n* to each element and \n* current accumulator value.\n* \n* * \n* \n* * @param [operation] function that takes an element and current accumulator value,\n* \n* and calculates the next accumulator value.\n* \n* * \n* @sample

samples.collections.Collections.Aggregates.reduceRightOrNull\n*\n*@SinceKotlin("1.4")\n\nfun <\n* @WasExperimental(ExperimentalStdlibApi::class)\n\n*public inline fun <S, T : S> Array<T>.reduceRightOrNull(\n*operation: (T, acc: S) -> S): S? \n*{ \n*    \n*    var index = lastIndex \n*    if (index < 0) return null \n*    \n*    var accumulator: S = get(index--) \n*    while (index >= 0) \n*    { \n*        accumulator = operation(get(index--), accumulator) \n*        \n*        return accumulator \n*    } \n
*    return accumulator \n*} \n
*/
accumulator value,\n and calculates the next accumulator value.\n *\n * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun ShortArray.reduceRightOrNonNull(operation: (Short, acc: Short) -> Short): Short? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and current accumulator value,\n    * and calculates the next accumulator value.\n    *\n    * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun IntArray.reduceRightOrNonNull(operation: (Int, acc: Int) -> Int): Int? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and current accumulator value,\n    * and calculates the next accumulator value.\n    *\n    * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun LongArray.reduceRightOrNonNull(operation: (Long, acc: Long) -> Long): Long? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and current accumulator value,\n    * and calculates the next accumulator value.\n    *\n    * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun FloatArray.reduceRightOrNonNull(operation: (Float, acc: Float) -> Float): Float? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and current accumulator value,\n    * and calculates the next accumulator value.\n    *\n    * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun DoubleArray.reduceRightOrNonNull(operation: (Double, acc: Double) -> Double): Double? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and current accumulator value,\n    * and calculates the next accumulator value.\n    *\n    * @sample

samples.Collections.Aggregates.reduceRightOrNonNull

*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun BooleanArray.reduceRightOrNonNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n        return accumulator\n    }\n    // Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.\n    * \n    * Returns `null` if the array is empty.\n    * \n    * @param [operation] function that takes an element and
current accumulator value,\n* and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.reduceRightOrNull

*\n* @SinceKotlin("1.4\")\n* @WasExperimental(ExperimentalStdlibApi::class)\n*public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n*     var index = lastIndex\n*     while (index >= 0) {\n*         var accumulator = operation(get(index--), accumulator)\n*         return accumulator\n*     }\n*     return null\n* }\n
/**\n* Returns a list containing successive accumulation values generated by applying \n* [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n* @SinceKotlin("1.4\")\n* @kotlin.internal.InlineOnly\n*public inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n*     if (isEmpty()) return listOf(initial)\n*     val result = ArrayList<R>(size + 1).apply { add(initial) }\n*     var accumulator = initial\n*     for (element in this) {\n*         accumulator = operation(accumulator, element)\n*         result.add(accumulator)\n*     }\n*     return result\n* }\n
/**\n* Returns a list containing successive accumulation values generated by applying \n* [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n* @SinceKotlin("1.4\")\n* @kotlin.internal.InlineOnly\n*public inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {\n*     if (isEmpty()) return listOf(initial)\n*     val result = ArrayList<R>(size + 1).apply { add(initial) }\n*     var accumulator = initial\n*     for (element in this) {\n*         accumulator = operation(accumulator, element)\n*         result.add(accumulator)\n*     }\n*     return result\n* }\n
/**\n* Returns a list containing successive accumulation values generated by applying \n* [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n* @SinceKotlin("1.4\")\n* @kotlin.internal.InlineOnly\n*public inline fun <R> ShortArray.runningFold(initial: R, operation: (acc: R, Short) -> R): List<R> {\n*     if (isEmpty()) return listOf(initial)\n*     val result = ArrayList<R>(size + 1).apply { add(initial) }\n*     var accumulator = initial\n*     for (element in this) {\n*         accumulator = operation(accumulator, element)\n*         result.add(accumulator)\n*     }\n*     return result\n* }\n
/**\n* Returns a list containing successive accumulation values generated by applying \n* [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n* @SinceKotlin("1.4\")\n* @kotlin.internal.InlineOnly\n*public inline fun <R> IntArray.runningFold(initial: R, operation: (acc: R, Int) -> R): List<R> {\n*     if (isEmpty()) return listOf(initial)\n*     val result = ArrayList<R>(size + 1).apply { add(initial) }\n*     var accumulator = initial\n*     for (element in this) {\n*         accumulator = operation(accumulator, element)\n*         result.add(accumulator)\n*     }\n*     return result\n* }\n
/**\n* Returns a list containing successive accumulation values generated by applying \n* [operation] from left to right\n* to each element and current accumulator value that starts with [initial] value.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.runningFold\n
*\n* @SinceKotlin("1.4\")\n* @kotlin.internal.InlineOnly\n*public inline fun <R> LongArray.runningFold(initial: R, operation: (acc: R, Long) -> R): List<R> {\n*     if (isEmpty()) return listOf(initial)\n*     val result = ArrayList<R>(size + 1).apply { add(initial) }\n*     var accumulator = initial\n*     for (element in this) {\n*         accumulator = operation(accumulator, element)\n*         result.add(accumulator)\n*     }\n*     return result\n* }\n
Open Source Used In DNAC Platform Guardian 10853
operation: (acc: R, Long) -> R): List<R> { 
    if (isEmpty()) return listOf(initial)
    val accumulator = initial
    for (element in this) { 
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element
 * and current accumulator value that starts with [initial] value. 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param operation the operation to apply to each element and the accumulator.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> FloatArray.runningFold(initial: R, operation: (acc: R, Float) -> R): List<R> { 
    if (isEmpty()) return listOf(initial)
    val accumulator = initial
    for (element in this) { 
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element
 * and current accumulator value that starts with [initial] value. 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param operation the operation to apply to each element and the accumulator.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.runningFold(initial: R, operation: (acc: R, Double) -> R): List<R> { 
    if (isEmpty()) return listOf(initial)
    val accumulator = initial
    for (element in this) { 
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element
 * and current accumulator value that starts with [initial] value. 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param operation the operation to apply to each element and the accumulator.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.runningFold(initial: R, operation: (acc: R, Boolean) -> R): List<R> { 
    if (isEmpty()) return listOf(initial)
    val accumulator = initial
    for (element in this) { 
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element
 * and current accumulator value that starts with [initial] value. 
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param initial the initial accumulator value.
 * @param operation the operation to apply to each element and the accumulator.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> { 
    if (isEmpty()) return listOf(initial)
    val accumulator = initial
    for (index in indices) { 
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}
result.add(accumulator)  // Returns a list containing successive accumulation values generated by applying [operation] from left to right
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    ByteArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Byte) -> R): List<R> {
        if (isEmpty()) return listOf(initial)
        val result = ArrayList<R>(size + 1).apply { add(initial) }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    ShortArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Short) -> R): List<R> {
        if (isEmpty()) return listOf(initial)
        val result = ArrayList<R>(size + 1).apply { add(initial) }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    IntArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Int) -> R): List<R> {
        if (isEmpty()) return listOf(initial)
        val result = ArrayList<R>(size + 1).apply { add(initial) }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    LongArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Long) -> R): List<R> {
        if (isEmpty()) return listOf(initial)
        val result = ArrayList<R>(size + 1).apply { add(initial) }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningFold
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <R>
    FloatArray.runningFoldIndexed(initial: R, operation: (Int, acc: R, Float) -> R): List<R> {
        if (isEmpty()) return listOf(initial)
        val result = ArrayList<R>(size + 1).apply { add(initial) }
        var accumulator = initial
        for (index in indices) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
        return result
    }
return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T : Any> List<T>.foldIndexed(initial: T, operation: (index: Int, acc: T, T) -> T): List<T> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T : Any> DoubleArray.foldIndexed(initial: Double, operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T : Any> BooleanArray.foldIndexed(initial: Boolean, operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return listOf(initial)
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T : Any, R : T> Array<T>.reduce(operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator: R = this[0]
    val result = ArrayList<R>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T : Any, R : T> ByteArray.reduce(operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<R>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
result = ArrayList<Byte>(size).apply { add(accumulator) } for (index in 1 until size) {
    accumulator = operation(accumulator, this[index])
    result.add(accumulator)
} return result
* Returns a list containing successive accumulation values generated by applying [operation] from left to right, to each element and current accumulator value that starts with the first element of this array.

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun ShortArray.runningReduce(operation: (acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun IntArray.runningReduce(operation: (acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
this[0]\n    val result = ArrayList<Boolean>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
} \n
/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right \n * to each element and current accumulator value that starts with the first element of this array. \n * \n * @param \[operation\] function that takes current accumulator value and an element, and calculates the next accumulator \n * value. \n * \n * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> { \n    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Char>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * \n * Note that `acc` value passed to \[operation\] function should not be mutated; \n * otherwise it would affect the previous value in resulting list. \n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")\npublic inline fun <S, T : S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> { \n    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<S>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(index, accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")\npublic inline fun ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> { \n    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Byte>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(index, accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")\npublic inline fun ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> { \n    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Short>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(index, accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right \n * to each element, its index in the original array and current accumulator value that starts with the first element of this array. \n * \n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n * \n * @sample samples.collections.Collections.Aggregates.runningReduceIndexed
 */
@SinceKotlin("1.4")\npublic inline fun IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> { \n    if (isEmpty()) return emptyList() \n    var accumulator = this[0] \n    val result = ArrayList<Int>(size).apply { add(accumulator) } \n    for (index in 1 until size) { \n        accumulator = operation(index, accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}

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current accumulator value that starts with the first element of this array.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply {
        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n        return result\n    }\n    return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply {
        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n        return result\n    }\n    return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply {
        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n        return result\n    }\n    return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply {
        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n        return result\n    }\n    return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply {
        add(accumulator) }\n    for (index in 1 until size) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n        return result\n    }\n    return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n *
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce\n *

```kotlin
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun
```
accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n to each element and current accumulator value that starts with [initial] value.\n * \n * Note that ‘acc’ value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * \n * \n * @sample samples.collections.Collections.Aggregates.scan
*/
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    return runningFold(initial, operation)
}
inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> { return runningFold(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> { return runningFold(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> { return runningFold(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> { return runningFoldIndexed(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <out T> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> { return runningFoldIndexed(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> { return runningFoldIndexed(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [initial] value.
 * **

public inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> { return runningFoldIndexed(initial, operation) }

**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right.
 * Note that the `acc` value passed to [operation] function should not be mutated.
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @param [initial] value.
 * **
c inline fun <R> IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n    return runningFoldIndexed(initial, operation)\n}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {\n    return runningReduce(operation)\n}

@Deprecated("Use runningReduce instead.", ReplaceWith("runningReduce(operation)"), level = DeprecationLevel.ERROR)\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun <S, T : S> Array<out T>.scanReduce(operation: (acc: S, T) -> S): List<S> {\n    return runningReduce(operation)\n}

c inline fun ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun BooleanArray.scanReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduce(operation)"), level =
DeprecationLevel.ERROR)\n\ninline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {\n    return runningReduce(operation)\n}@Deprecated("Use runningReduce instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun <S, T : S>
Array<out T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun <S, T : S>
ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun LongArray.scanReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n    return runningReduceIndexed(operation)\n}@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun <S, T : S>
ByteArray.scanReduceIndexedIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n    return runningReduceIndexedIndexed(operation)\n}@Deprecated("Use runningReduceIndexedIndexed instead.",
ReplaceWith("runningReduceIndexedIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun ShortArray.scanReduceIndexedIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n    return runningReduceIndexedIndexed(operation)\n}@Deprecated("Use runningReduceIndexedIndexed instead.",
ReplaceWith("runningReduceIndexedIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun IntArray.scanReduceIndexedIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n    return runningReduceIndexedIndexed(operation)\n}@Deprecated("Use runningReduceIndexedIndexed instead.",
ReplaceWith("runningReduceIndexedIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun LongArray.scanReduceIndexedIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n    return runningReduceIndexedIndexed(operation)\n}@Deprecated("Use runningReduceIndexedIndexed instead.",
ReplaceWith("runningReduceIndexedIndexed(operation)"), level =
DeprecationLevel.ERROR)\n\npublic inline fun FloatArray.scanReduceIndexedIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
n@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    return runningReduceIndexed(operation)
}

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
n@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double):
    List<Double> {
        return runningReduceIndexed(operation)
    }

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
n@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean):
    List<Boolean> {
        return runningReduceIndexed(operation)
    }

@Deprecated("Use runningReduceIndexed instead.",
ReplaceWith("runningReduceIndexed(operation)"), level =
DeprecationLevel.ERROR)
@SinceKotlin("1.3")
n@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    return runningReduceIndexed(operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```kotlin
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Float) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

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public inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun CharArray.sumOf(selector: (Char) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun Array<out T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun ShortArray.sumOf(selector: (Short) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun IntArray.sumOf(selector: (Int) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun LongArray.sumOf(selector: (Long) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
public inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
sum += selector(element)  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> Int): Int {  
var sum: Int = 0.toInt()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfInt")@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> Int): Int {  
var sum: Int = 0.toInt()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@kotlin.jvm.JvmName("sumOfLong")@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {  
var sum: Long = 0.toLong()  
for (element in this) {  
sum += selector(element)  
}  
return sum

* Returns the sum of all values produced by [selector]
function applied to each element in the array.

*\n*\n@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
By Lambda ReturnType
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By Lambda ReturnType
By Lambda ReturnType

*\text{\texttt{BooleanArray}}.sumOf(selector: (Boolean) -> Long): Long \{ 
    var sum: Long = 0.toLong();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{CharArray}}.sumOf(selector: (Char) -> Long): Long \{ 
    var sum: Long = 0.toLong();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{IntArray}}.sumOf(selector: (Int) -> UInt): UInt \{ 
    var sum: UInt = 0.toUInt();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{LongArray}}.sumOf(selector: (Long) -> UInt): UInt \{ 
    var sum: UInt = 0.toUInt();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{FloatArray}}.sumOf(selector: (Float) -> UInt): UInt \{ 
    var sum: UInt = 0.toUInt();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{DoubleArray}}.sumOf(selector: (Double) -> UInt): UInt \{ 
    var sum: UInt = 0.toUInt();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\text{\texttt{BooleanArray}}.sumOf(selector: (Boolean) -> UInt): UInt \{ 
    var sum: UInt = 0.toUInt();
    for (element in this)
    \{ 
        sum += selector(element);
    \}
    return sum
\} * Returns the sum of all values produced by [selector] function applied to each element in the array.
sum of all values produced by [selector] function applied to each element in the array.

*@
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfUInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfULong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
public inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {
    var sum: ULong = 0.toULong() for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 * @throws IllegalArgumentException if there are any `null` elements.
 */
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun <T, P> Array<T>.partition(predicate: (T) -> P): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, \n * where *first* list contains elements for which [predicate] yielded `true`, \n * while *second* list contains elements for which [predicate] yielded `false`.
 * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

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second\n\n\n/**
 * Splits the original array into pair of lists, where *first* list contains elements for which
 * [predicate] yielded `true`, *\n * while *second* list contains elements for which [predicate] yielded `false`. *\n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 *\n *
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists, where *first* list contains elements for which
 * [predicate] yielded `true`, while *second* list contains elements for which [predicate]
 * yielded `false`. *\n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 *\n *
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. *\n * The returned list has length of the shortest collection. *\n * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/*
 * Splits the original array into pair of lists, where *first* list contains elements for which
 * [predicate] yielded `true`, *\n * while *second* list contains elements for which [predicate] yielded `false`. *\n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/*
 * Splits the original array into pair of lists, where *first* list contains elements for which
 * [predicate] yielded `true`, while *second* list contains elements for which [predicate]
 * yielded `false`. *\n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```kotlin
list = ArrayList<V>(size)
for (i in 0 until size) {
    list.add(transform(this[i], other[i]))
}
return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same
index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

public inline fun <R, V> CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size) for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

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The returned list has length of the shortest collection.
for (element in other) \n  if (i >= arraySize) break\n  list.add(transform(this[i++], element))\n\nreturn

list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> LongArray.zip(other: Iterable<R>, transform: (a: Long, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> \n  {\n    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) \n      {\n        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n      }\n    return list[n]/*\n* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> \n  {\n    return zip(other) { t1, t2 -> t1 to t2 }\n  }/*\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n*/ @sample

samples.collections.Operations.zipIterableWithTransform\n*/\n
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> \n  {\n    return zip(other) { t1, t2 -> t1 to t2 }\n  }/*\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The
returned list has length of the shortest collection.

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return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V>
        DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V>
        BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the
 * [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V>
        CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the
 * given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to "...").
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = ", ", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to "...").
 */
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to "...").
 */
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (CharSequence) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (CharSequence) -> CharSequence? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}

joinTo: A, separator: CharSequence = "", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
        }

    buffer.append(separator)
    if (limit < 0 || count <= limit) {
        if (transform != null)
            buffer.append(transformedString)
    } else
        buffer.append(element.toString())
    }

    return buffer
}
if (limit >= 0 && count > limit) buffer.append(truncated)
buffer.append(postfix)
return buffer
}*/

/**
 * Appends the string from all the elements separated using [separator] and using the given 
 [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "..."").
 */
if (limit >= 0 && count > limit) buffer.append(truncated)
buffer.append(postfix)
return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 */
public fun CharArray.joinTo(builder: Appendable, separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int = -1, truncated: CharSequence? = null): Appendable {
if (limit >= 0 && count > limit) builder.append(truncated)
builder.append(postfix)
return builder
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 */
public fun <A : Appendable> Appendable.joinTo(buffer: A, separator: CharSequence, prefix: CharSequence, postfix: CharSequence, limit: Int = -1, truncated: CharSequence? = null): Appendable {
if (limit >= 0 && count > limit) buffer.append(truncated)
buffer.append(postfix)
return buffer
}
appended, followed by the [truncated] string (which defaults to "\n*\n* @sample samples.collections.Collections.Transformations.joinToString
 */

public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n*\n* @sample samples.collections.Collections.Transformations.joinToString
 */

public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n*\n* @sample samples.collections.Collections.Transformations.joinToString
 */

public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n*\n* @sample samples.collections.Collections.Transformations.joinToString
 */

public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\n*\n* @sample samples.collections.Collections.Transformations.joinToString
 */

public fun Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun <T> Array<out T>.asSequence():
Sequence<T> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

public fun ByteArray.asSequence(): Sequence<Byte> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun ShortArray.asSequence(): Sequence<Short> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun IntArray.asSequence(): Sequence<Int> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun LongArray.asSequence(): Sequence<Long> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun FloatArray.asSequence(): Sequence<Float> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun DoubleArray.asSequence(): Sequence<Double> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun BooleanArray.asSequence(): Sequence<Byte> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun CharArray.asSequence(): Sequence<Char> { 
    if (isEmpty()) return emptySequence() 
    return Sequence { this.iterator() } 
} * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun ByteArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun ShortArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun IntArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun LongArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun FloatArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun DoubleArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun BooleanArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Returns an average value of elements in the array. 
 */
public fun CharArray.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun Array<out Boolean>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated. 
 */
public fun Array<out Char>.average(): Double { 
    var sum: Double = 0.0 
    var count: Int = 0 
    for (element in this) { 
        sum += element 
        ++count 
    } 
    return if (count == 0) Double.NaN else sum / count 
} * Returns an average value of elements in the array. 

@sample samples.collections.Sequences.Building.sequenceFromArray

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/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
 */

package

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of

println

randomness.

@throws IllegalArgumentException if this range is empty.

public fun IntRange.random(random: Random): Int {
    return random.nextInt(this)
}

@throws IllegalArgumentException if this range is empty.

public fun LongRange.random(random: Random): Long {
    return random.nextLong(this)
}

@throws IllegalArgumentException if this range is empty.

public fun CharRange.random(random: Random): Char {
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

@throws IllegalArgumentException if this range is empty.

public inline fun IntRange.randomOrNull(): Int? {
    return randomOrNull(Random)
}

@throws IllegalArgumentException if this range is empty.

public inline fun LongRange.randomOrNull(): Long? {
    return randomOrNull(Random)
}

@throws IllegalArgumentException if this range is empty.

public inline fun CharRange.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

@throws IllegalArgumentException if this range is empty.

public fun IntRange.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

@throws IllegalArgumentException if this range is empty.

public fun LongRange.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return random.nextLong(this)
}

@throws IllegalArgumentException if this range is empty.

public fun CharRange.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.

Returns a random element from this range using the specified source of randomness.
Checks if the specified [value] belongs to this range.

```kotlin
\n//\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3v", errorSince = "1.4v")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3v", errorSince = "1.4v")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3v", errorSince = "1.4v")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3v", errorSince = "1.4v")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3v", errorSince = "1.4v")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}
```

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removed.
*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains\")\n\npublic operator fun ClosedRange\&lt;Short\&gt;.contains(value: Float): Boolean { \n    return value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    } \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("doubleRangeContains\")\n\npublic operator fun ClosedRange\&lt;Double\&gt;.contains(value: Float): Boolean { \n    return contains(value.toDouble()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains\")\n\npublic operator fun ClosedRange\&lt;Long\&gt;.contains(value: Int): Boolean { \n    return contains(value.toLong()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains\")\n\npublic operator fun ClosedRange\&lt;Byte\&gt;.contains(value: Int): Boolean { \n    return contains(value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains\")\n\npublic operator fun ClosedRange\&lt;Short\&gt;.contains(value: Int): Boolean { \n    return contains(value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("doubleRangeContains\")\n\npublic operator fun ClosedRange\&lt;Double\&gt;.contains(value: Int): Boolean { \n    return contains(value.toDouble()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("floatRangeContains\")\n\npublic operator fun ClosedRange\&lt;Float\&gt;.contains(value: Int): Boolean { \n    return contains(value.toFloat()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("intRangeContains\")\n\npublic operator fun ClosedRange\&lt;Int\&gt;.contains(value: Short): Boolean { \n    return value.toIntExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    } \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains\")\n\npublic operator fun ClosedRange\&lt;Long\&gt;.contains(value: Short): Boolean { \n    return contains(value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains\")\n\npublic operator fun ClosedRange\&lt;Byte\&gt;.contains(value: Short): Boolean { \n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    } \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains\")\n\npublic operator fun ClosedRange\&lt;Short\&gt;.contains(value: Short): Boolean { \n    return contains(value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("doubleRangeContains\")\n\npublic operator fun ClosedRange\&lt;Double\&gt;.contains(value: Short): Boolean { \n    return contains(value.toDouble()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("floatRangeContains\")\n\npublic operator fun ClosedRange\&lt;Float\&gt;.contains(value: Long): Boolean { \n    return contains(value.toFloat()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("intRangeContains\")\n\npublic operator fun ClosedRange\&lt;Int\&gt;.contains(value: Long): Boolean { \n    return contains(value.toIntExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains\")\n\npublic operator fun ClosedRange\&lt;Long\&gt;.contains(value: Int): Boolean { \n    return contains(value.toLong()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains\")\n\npublic operator fun ClosedRange\&lt;Byte\&gt;.contains(value: Float): Boolean { \n    return contains(value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("shortRangeContains\")\n\npublic operator fun ClosedRange\&lt;Short\&gt;.contains(value: Int): Boolean { \n    return contains(value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("longRangeContains\")\n\npublic operator fun ClosedRange\&lt;Long\&gt;.contains(value: Short): Boolean { \n    return contains(value.toLong()) \n}

*\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")
@kotlin.jvm.JvmName("byteRangeContains\")\n\npublic operator fun ClosedRange\&lt;Byte\&gt;.contains(value: Long): Boolean { \n    return contains(value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false \n    }) \n}
and is going to be removed.\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Short): Boolean {\n    return contains(value.toDouble())\n}

/**\n * Checks if the specified value belongs to the range.\n */\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")\n@kotlin.jvm.JvmName("floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Short): Boolean {\n    return contains(value.toFloat())\n}

/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")\n@kotlin.jvm.JvmName("intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Int): Boolean {\n    return contains(value.toLong())\n}

/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n */\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4")\n@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Int): Boolean {\n    return contains(value.toLong())\n}
progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less
 than or equal to ‘this’ value.\n * If the [to] value is greater than ‘this’ value the returned progression is empty.\n *\n *public infix fun Short.downTo(to: Long): LongProgression {\n \n return
 LongProgression.fromClosedRange(this.toLong(), to, -1L)\n }\n */
public fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n }\n
public fun Long.downTo(to: Short): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)\n }\n
public fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n }\n
public fun Short.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n }\n
*/
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)\n }\n
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)\n }\n
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)\n }\n
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)\n    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n }\n
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)\n    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n }\n
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)\n    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n }\n
internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null\n }\n
internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null\n }\n
internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null\n }\n
internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null\n }\n
internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt() else null\n }\n
internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null\n }\n
internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toLong() else null\n }\n
internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toLong() else null\n }
Long.MIN_VALUE.toFloat().Long.MAX_VALUE.toFloat()) this.toFloat() else null}


internal fun Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())
        this.toShort() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong())
        this.toShort() else null}


/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Char.until(to: Char): CharRange {
    if (to <= '\u0000')
        return CharRange.EMPTY
    return this .. (to - 1).toChar()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Int): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Long.until(to: Short): LongRange {
    if (to <= Long.MIN_VALUE)
        return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Byte.until(to: Short): IntRange {
    if (to <= Int.MIN_VALUE)
        return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt()
}
range is empty.

```kotlin
public infix fun Long.until(to: Short): LongRange {
    return this until (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 * @return a range from this value up to but excluding the specified [to] value.
 */
public infix fun LongRange.toInclusive(): LongRange {
    return this - 1
}
```

```kotlin
public infix fun Byte.until(to: Short): IntRange {
    return this toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to 'this' value, then the returned range is empty.
 * @return a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Short): IntRange {
    return this toInt() .. (to.toInt() - 1).toInt()
}
```

```kotlin
public fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
public fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
public fun Float.coerceAtLeast(minimumValue: Float): Float {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
public fun Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else this
}
```

```kotlin
public fun Double.coerceAtLeast(minimumValue: Double): Double {
    return if (this < minimumValue) minimumValue else this
}
```

```kotlin
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```
than the specified [maximumValue].\n \* \n \* @return\n this value if it’s less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 \* \n \* @sample\n samples.comparisons.ComparableOps.coerceAtMost

/*\n *\n *\n /\n */

### Long

public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue)
        maximumValue
    else
        this
}

### Double

public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue)
        maximumValue
    else
        this
}

### Comparable

public fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue !== null
        && maximumValue !== null) {
        if (minimumValue > maximumValue) throw
            IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
                minimum $minimumValue.")
        if (this < minimumValue) return minimumValue
        if (this > maximumValue) return maximumValue
    }
    else {
        if (minimumValue !== null && this < minimumValue) return minimumValue
        if (maximumValue !== null && this > maximumValue) return
            maximumValue
    }
    return this
}

### Byte

public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
            minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

### Short

public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
            minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

### Int

public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
        minimum $minimumValue.")
    if (this < minimumValue)
        return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}

### Long

public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw
        IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
            minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue)
        return maximumValue
    return this
}
* A constant holding the minimum value an instance of UByte can have.

```java
    public const val
MIN_VALUE: UByte = UByte(0)
```

* A constant holding the maximum value an instance of UByte can have.

```java
    public const val MAX_VALUE: UByte = UByte(-1)
```

* The number of bytes used to represent an instance of UByte in a binary form.

```java
    public const val SIZE_BYTES: Int = 1
```

* The number of bits used to represent an instance of UByte in a binary form.

```java
    public const val SIZE_BITS: Int = 8
```

* Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```java
    public override inline operator fun compareTo(other: UByte): Int =
this.toInt().compareTo(other.toInt())
```

* Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```java
    public inline operator fun compareTo(other: UShort): Int =
this.toInt().compareTo(other.toInt())
```

* Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```java
    public inline operator fun compareTo(other: UInt): Int =
this.toUInt().compareTo(other)
```

* Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.

```java
    public inline operator fun compareTo(other: ULong): Int =
this.toULong().compareTo(other)
```

* Adds the other value to this value. 

```java
    public inline operator fun plus(other: UByte): UInt =
this.toUInt().plus(other.toUInt())
```

* Adds the other value to this value. 

```java
    public inline operator fun plus(other: UShort): UInt =
this.toUInt().plus(other.toUInt())
```

* Adds the other value to this value. 

```java
    public inline operator fun plus(other: UInt): UInt =
this.toUInt().plus(other)
```

* Adds the other value to this value. 

```java
    public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)
```

* Multiples this value by the other value. 

```java
    public inline operator fun times(other: UByte): UInt =
this.toUInt().times(other.toUInt())
```

* Multiples this value by the other value. 

```java
    public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())
```

* Multiples this value by the other value. 

```java
    public inline operator fun times(other: UInt): UInt =
this.toUInt().times(other)
```

* Multiples this value by the other value. 

```java
    public inline operator fun times(other: ULong): ULong =
this.toULong().times(other)
```

* Divides this value by the other value. 

```java
    public inline operator fun div(other: UByte): UInt =
this.toUInt().div(other.toUInt())
```

* Divides this value by the other value. 

```java
    public inline operator fun div(other: UShort): UInt =
this.toUInt().div(other.toUInt())
```

* Divides this value by the other value. 

```java
    public inline operator fun div(other: UInt): UInt =
this.toUInt().div(other)
```

* Divides this value by the other value. 

```java
    public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)
```

* Calculates the remainder of dividing this value by the other value. 

```java
    public inline operator fun rem(other: UByte): Uint =
this.toUInt().rem(other.toUInt())
```

* Calculates the remainder of dividing this value by the other value. 

```java
    public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())
```

* Calculates the remainder of dividing this value by the other value. 

```java
    public inline operator fun rem(other: UInt): UInt =
this.toUInt().rem(other)
```

* Calculates the remainder of dividing this value by the other value. 

```java
    public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)
```
this.toUByte(data.inv()))

/**
 * Converts this 
 */
    @kotlin.internal.InlineOnly
  public inline fun inv(): UByte = UByte(data.inv())

/**
 * Inverts the bits in this value.
 */
    @kotlin.internal.InlineOnly
  public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)

/** Performs a bitwise XOR operation between the two
 * values. */
    @kotlin.internal.InlineOnly
  public inline fun xor(): UByte = this

/**
 * Calculates the remainder of dividing this value by
 * the other value.
 */
    @kotlin.internal.InlineOnly
  public inline fun rem(other: UByte): Uint = this.toUint().rem(other)
'UByte' value represents the same numerical value as this 'Byte'.

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUByte(): UByte = UByte(this)./*
* Converts this [Short] value to [UByte].
* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents
* the same numerical value as this 'Short'.
* The resulting 'UByte' value is represented by the least significant 8 bits of this 'Short' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Short.toUByte(): UByte = UByte(this.toByte())./*
* Converts this [Int] value to [UByte].
* If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents
* the same numerical value as this 'Int'.
* The resulting 'UByte' value is represented by the least significant 8 bits of this 'Int' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Int.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this [Long] value to [UByte].
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting 'UByte' value represents
 * the same numerical value as this 'Long'.
 * The resulting 'UByte' value is represented by the least significant 8 bits of this 'Long' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUByte(): UByte = UByte(this.toByte())

/*
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 * found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.compareTo(other.toULong())

    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): UInt = this.plus(other.toULong())

    /** Subtracts the other
value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt =
        this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt =
        this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt =
        UInt(this.data.minus(other.data))
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong =
        this.toULong().minus(other)
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt =
        this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt =
        this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt =
        UInt(this.data.times(other.data))
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong =
        this.toULong().times(other)
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt =
        this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt =
        this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt =
        uintDivide(this, other)
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong =
        this.toULong().div(other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt =
        this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt =
        this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt =
        uintRemainder(this, other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
        this.toULong().rem(other)
    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UInt =
        UInt(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UInt =
        UInt(data.dec())
    /** Creates a range from this value to the specified value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UInt): UIntRange =
        UIntRange(this, other)
    /** Shifts this value left by the number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): UInt =
        UInt(data shl bitCount)
    /** Shifts this value right by the number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): UInt =
        UInt(data ushr bitCount)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UInt): UInt =
        UInt(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UInt): UInt =
        UInt(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UInt): UInt =
        UInt(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UInt =
        UInt(data.inv())
    /** Converts this value to Byte. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte =
        data.toByte()
    /** Converts this value to Short. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short =
        data.toShort()
the resulting `Int` value represents the same numerical value as this `UInt`. Otherwise the result is negative.

* This resulting `Int` value has the same binary representation as this `UInt` value.

@kotlin.internal:inline fun toInt(): Int = data

/**
 * Converts this `UInt` value to `Long`.
 * The resulting `Long` value represents the same numerical value as this `UInt`. *
 * The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value. *
 * whereas the most significant 32 bits are filled with zeros.
 */
@kotlin.internal:inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF

/**
 * Converts this `UInt` value to `UByte`.
 * If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents the same numerical value as this `UInt`. *
 * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
 */
@kotlin.internal:inline fun toUByte(): UByte = data.toUByte() and 0xFF

/**
 * Converts this `UInt` value to `UShort`.
 * The least significant 16 bits of the resulting `UShort` value are the same as the bits of this `Byte` value, whereas the most significant 16 bits are filled with the sign bit of this value.
 */
@kotlin.internal:inline fun toUShort(): UShort = data.toUShort()
[UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.
*
/*
* A constant holding the minimum value an instance of UShort can have
 */
public const val MIN_VALUE: UShort = UShort(0)
/*
* A constant holding the maximum value an instance of UShort can have
 */
public const val MAX_VALUE: UShort = UShort(-1)
/*
* The number of bytes used to represent an instance of UShort in a binary form.
 */
public const val SIZE_BYTES: Int = 2
/*
* The number of bits used to represent an instance of UShort in a binary form.
 */
public const val SIZE_BITS: Int = 16
/*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if
* it's less than other,
* or a positive number if it's greater than other.
 */
public override inline operator fun compareTo(other: UShort): Int = this.toUShort().compareTo(other.toUShort())
/*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if
* it's less than other,
* or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: UInt): UInt = this.toUInt().compareTo(other)
/*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if
* it's less than other,
* or a positive number if it's greater than other.
 */
public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)
/*
* Adds the other value to this value.
 */
public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
/*
* Adds the other value to this value.
 */
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
/*
* Adds the other value to this value.
 */
public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
/*
* Adds the other value to this value.
 */
public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)
/*
* Subtracts the other value from this value.
 */
public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
/*
* Subtracts the other value from this value.
 */
public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
/*
* Subtracts the other value from this value.
 */
public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
/*
* Subtracts the other value from this value.
 */
public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)
/*
* Multiplies this value by the other value.
 */
public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())
/*
* Multiplies this value by the other value.
 */
public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())
/*
* Multiplies this value by the other value.
 */
public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)
/*
* Multiplies this value by the other value.
 */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
/*
* Divides this value by the other value.
 */
public inline operator fun div(other: UByte): UInt =
The resulting `UShort` value represents the same numerical value as this `UShort`.

The least significant 16 bits of the resulting `Int` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

The resulting `Byte` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The resulting `Short` value has the same binary representation as this `UShort` value.

The least significant 16 bits of the resulting `Short` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

The resulting `Byte` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The resulting `Long` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The resulting `ULong` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.

The resulting `UByte` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The resulting `UShort` value represents the same numerical value as this `UShort`. Otherwise the result is negative.

The least significant 16 bits of the resulting `UShort` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros.
significant 16 bits of the resulting 'ULong' value are the same as the bits of this 'UShort' value, whereas the most significant 48 bits are filled with zeros.

    /**
     * Converts this [UShort] value to [Float].
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()

    /**
     * Converts this [UShort] value to [Double].
     */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()

    public override fun toString(): String = toInt().toString()

}
override fun hashCode(): Int = (first xor (first ushr 32)) + (last xor (last ushr 32)).toInt()
override fun toString(): String = "$first..$last"

companion object {
    public val EMPTY: LongRange = LongRange(1, 0)
}

override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
override fun size: Int get() = 0
override fun contains(element: Nothing): Boolean = false
override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
override fun indexOf(element: Nothing): Int = -1
override fun lastIndexOf(element: Nothing): Int = -1

override fun iterator(): Iterator<Nothing> = EmptyIterator
override fun listIterator(): ListIterator<Nothing> = EmptyIterator

override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty new [MutableList].
 * @sample samples.collections.Collections.Lists.mutableList
 */
public fun <T> mutableListOf(): MutableList<T> = ArrayList()

/**
 * Returns a new [ArrayList] with the given elements.
 * @sample samples.collections.Collections.Lists.arrayList
 */
public fun <T> arrayListOf(vararg elements: T): ArrayList<T> = if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))
Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The returned list is serializable (JVM).

```kotlin
public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()
```

Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).

```kotlin
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()
```

Creates a new read-only list with the specified [size], where each element is calculated by calling the specified [init] function.

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}
```

Builds a new read-only list by populating a [MutableList] using the given [builderAction] and returning a read-only list with the same elements.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return buildListInternal(capacity, builderAction)
}
```

The list passed as a receiver to the [builderAction] is valid only inside that function. It should return the value for a list element given its index.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E>
```

Returns an [IntRange] of the valid indices for this collection.

```kotlin
public val Collection<*>.indices: IntRange
    get() = 0..size - 1
```

Returns the index of the last item in the list or -1 if the list is empty.

```kotlin
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1
```

Returns `true` if the collection is not empty.

```kotlin
@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal @sample samples.collections.Collections.Lists.mutableListFromInitializer

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal expect inline fun <T> Collection<T>.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}
```

Builds a new read-only list with the specified [size], where each element is calculated by calling the specified [init] function.

```kotlin
@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun
```
<T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList() * Returns this List if it's not `null` and the empty list otherwise.

@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList() * Returns this collection if it's not empty or the result of calling [defaultValue] function if the collection is empty.

@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList() * Checks if all elements in the specified collection are contained in this collection.

/**
 * Returns this List if it's not `null` and
 * the empty list otherwise.
 * @sample samples.collections.Collections.Lists.listOrEmpty
*/
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty
 * or the result of calling [defaultValue] function if the collection is
 * empty.
 * @sample samples.collections.Collections.Collections.collectionIfEmpty
*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all
elements in the specified collection are contained in this collection.
 * * Allows to overcome type-safety
 * restriction of `containsAll` that requires to pass a collection of type `Collection<E>`
 * @sample samples.collections.Collections.Collections.collectionContainsAll
*/
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases
public inline fun <@kotlin.internal.OnlyInputTypes T>
    Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

/**
 * Searches this list or its range for the provided [element] using the binary search algorithm.
 * * The list is expected to be sorted into ascending order according to the
 * Comparable natural ordering of its elements, otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * * `null` value is considered to be less than any non-null value.
 * * @return the index of the element, if it is contained in
 * the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * * The insertion point is defined as the index at which the element should be inserted.
 * So that the list (or the specified subrange of list) still remains sorted.
 */
@sample samples.collections.Collections.Collections.Lists.binarySearchOnComparable
public fun <T : Comparable<T>>
    List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = compareValues(midVal, element)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    } // key not found
    return -(low + 1) // key not found
}

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function
 * equal to the provided [key] using the binary search algorithm.
 * * The list is expected to be sorted into ascending order according to the specified [selector], otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.
 * * `null` value is considered to be less than any non-null value.
 * * @return the index of the element, if it is contained in
 * the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * * The insertion point is defined as the index at which the element should be inserted.
 * So that the list (or the specified subrange of list) still remains sorted.
 */
@sample samples.collections.Collections.Collections.Lists.binarySearchWithComparator
public fun <T>
    List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)
    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0) low = mid + 1
        else if (cmp > 0) high = mid - 1
        else return mid // key found
    } // key not found
    return -(low + 1) // key not found
null value is considered to be less than any non-null value.

@sample
samples.collections.Collections.Lists.binarySearchByKey

public inline fun <T, K : Comparable<K>>
List<T>.binarySearchBy(key: K?,
    fromIndex: Int = 0,
    toIndex: Int = size,
    crossinline selector: (T) -> K?): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) } // do not introduce this overload --- too rare

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }
Returns a new read-only map with the specified contents, given as a list of pairs, where the first value is the key and the second is the value.

If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.

Entries of the map are iterated in the order they were specified.

The returned map is serializable (JVM).

public fun emptyMap(): Map<K, V> = EmptyMap as Map<K, V>

Returns an empty new Map with the specified contents, given as a list of pairs, where the first component is the key and the second is the value.

Entries of the map are iterated in the order they were specified.

The returned map is serializable (JVM).

public fun mapOf(vararg pairs: Pair<K, V>): Map<K, V> = LinkedHashMap(mapCapacity(pairs.size)).apply { putAll(pairs) }

Builds a new read-only map with the specified contents, given as a list of pairs, where the first component is the key and the second is the value.

Entries of the map are iterated in the order they were specified.
Entries of the map are iterated in the order they were added by the [builderAction].

*sample
downsamples.collections.Builders.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.

*sample
downsamples.collections.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.

*sample
downsamples.collections.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.

*sample
downsamples.collections.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.

*sample
downsamples.collections.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.

*sample
downsamples.collections.Maps.buildMapSample

*entries of the map* are iterated in the order they were added by the `builderAction`. 

*Throws* `IllegalArgumentException` if the given `capacity` is negative.
This method allows to use destructuring declarations when working with maps, for example:

```kotlin
for ((key, value) in map) {
    // do something with the key and the value
}
```

Returns the value for the given key, or the result of the `defaultValue` function if there was no entry for the given key.

- `component2()`: Converts entry to `[Pair]` with key being first component and value being second.
- `toPair()`: Pair to `[Pair]`.
- `getOrElse(key: K, defaultValue: () -> V): V`: Returns the value for the given key. If the key is not found in the map, calls the `defaultValue` function, puts its result into the map under the given key and returns it.
- `getOrElseNullable(key: K, defaultValue: () -> V): V`: Returns the value for the given key or throws an exception if there is no such key in the map.
- `getOrElse(key: K, defaultValue: () -> V): V`: Returns the value for the given key or throws an exception.
- `getValue(key: K): V`: Returns the value for the given key. If the key is not found in the map, resorts to the `defaultValue` provider function instead of throwing an exception.

---

**Source:** [Open Source Used In DNAC Platform Guardian](https://github.com/Company/Repository/blob/master/Path)
having the keys obtained by applying the [transform] function to each entry in this
* @sample samples.collections.Maps.Transformations.mapKeys
 having the keys obtained by applying the [transform] function to each entry in
* 
* In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite
* the value associated with the former one.
*
* The returned map preserves the entry iteration order of the original map.
* @sample samples.collections.Maps.Transformations.mapKeys

```java
public inline fun <K, V, R>
Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {
    return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}
```

```java
/**
 * Returns a map containing all key-value pairs matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filter
 */
    return filterTo(LinkedHashMap<K, V>(), predicate)
}
```

```java
/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 * The returned map preserves the entry iteration order of the original map.
 * @sample samples.collections.Maps.Filtering.filterNot
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}
```
iteration order of the original sequence.

If any of two pairs would have the same key the last one gets added to the map.

* Returns a new read-only map containing key-value pairs from the given sequence of pairs.

* The returned map preserves the entry iteration order of the original map.

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* Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.

* The returned map preserves the entry iteration order of the original map.

* Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.

* Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].

* Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].

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* Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].
`/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] collection.
 */
    this.toMutableMap().apply { minusAssign(keys) }

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*>
        && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()
iterated in the order they were specified.

```kotlin
public fun <T> mutableSetOf(vararg elements: T): MutableSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/** Returns an empty new [HashSet]. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> =
    HashSet()

/** Returns a new [HashSet] with the given elements. */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> =
    elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new 
[LinkedHashSet].
 * @sample samples.collections.Collections.Sets.emptyLinkedHashSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> =
    LinkedHashSet()

/**
 * Returns a new [LinkedHashSet] with the given elements.
 * @sample samples.collections.Collections.Sets.linkedHashSet
 */
public fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> =
    elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Returns a new read-only set either
 * with single given element, if it is not null, or empty set if the element is null.
 * The returned set is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> setOfNotNull(element: T?): Set<T> =
    if (element != null) setOf(element) else emptySet()

/**
 * Returns a new read-only set only with those given elements, that are not null.
 * Elements of the set are iterated in the order they were specified.
 * The returned set is serializable (JVM).
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> setOfNotNull(vararg elements: T?): Set<T> {
    return elements.filterNotNullTo(LinkedHashSet())
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given 
[builderAction] and returning a read-only set with the same elements.
 * The set passed as a receiver to the [builderAction] is valid only inside that
 * function.
 * Using it outside of the function produces an unspecified behavior.
 * Elements of the set are iterated in the order they were added by the 
[builderAction].
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return buildSetInternal(builderAction)
}

@PublishedApi
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
internal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E>

/** Returns this Set if it's not `null` and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

/**
 * Parses the string as a signed [Byte]
 * number and returns the result
 * or `null` if the string is not a valid representation of a number.

```
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can be found in the license/LICENSE.txt file.

Kotlin Programming Language contributors.

* Use of this source code is governed by the Apache 2.0 license that
  * @throws IllegalArgumentConversionException when [radix] is not a valid radix for string to number conversion.

* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

* Parses the string as a [Short] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.

* Parses the string as an [Int] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.

* Parses the string as a [Long] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.

* Parses the string as a signed [Byte] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.

* Parses the string as a [Short] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.

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* Parses the string as a [Short] number and returns the result*n or ‘null’ if the string is not a valid representation of a number.
/*
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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator]
 * provided by that function.
 * @sample samples.collections.Iterables.Building.iterable
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns
 * an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}


/**
 * Returns the size of this iterable if it is known, or `null` otherwise.
 */
@PublishedApi
internal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null

/**
 * Returns the size of
this iterable if it is known, or the specified [default] value otherwise.

```kotlin
Iterables<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default
```

Returns true when it's safe to convert this collection to a set without changing contains method behavior.

```kotlin
Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> = when (this) {
    is Set -> this
    else -> if (this.safeToConvertToSet()) toHashSet() else this
}
```

Converts this collection to a set, when it's worth so and it doesn't change contains method behavior.

```kotlin
Iterable<T>.convertToSetForSetOperation(): Collection<T> = when (this) {
    is Set -> this
    else -> if (this.safeToConvertToSet()) toHashSet() else this
}
```

Returns a single list of all elements from all collections in the given collection.

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

import kotlin.random.Random

/**
 * Given an [iterator] function constructs a [Sequence]
 * that returns values through the [Iterator]
 * provided by that function.
 * The values are evaluated lazily, and the sequence is potentially infinite.
 * @sample samples.collections.Sequences.Building.sequenceFromIterator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 * @sample samples.collections.Sequences.Building.sequenceOfValues
 */
public fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Creates a sequence that returns the specified values.
 * @sample samples.collections.Sequences.Building.sequenceOfValues
 */
public fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * Returns a sequence that iterates through the elements either of
 * this sequence
 * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @sample samples.collections.Sequences.SequencesBuilder.sequenceFromIterator
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence of all elements from all sequences in this
 * sequence.
 * The operation is _intermediate_ and _stateless_.
 * @sample samples.collections.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this collection,
 * *second* list is built from the second values of each pair from this collection.
 * @sample samples.collections.Operations.unzipIterable
 */
public fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val expectedSize = collectionSizeOrDefault(10)
    val listT = ArrayList<T>(expectedSize)
    val listR = ArrayList<R>(expectedSize)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
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 */

/*
 * @version $Id$
 */

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Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

/**
 * Returns a sequence of all elements from all iterrables in this sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@sample collections.Sequences.Transformations.flattenSequenceOfLists

*\n@kotlin.jvm.JvmName("flattenSequenceOfIterable")public fun <T> Sequence<T>.flatten(): Sequence<T> = flatten { it.iterator() }

/**
 * Returns a sequence of all elements from all iterables in this sequence.
 *
 * The operation is _intermediate_ and _stateless_.
 *
 * @sample samples.collections.Sequences.Transformations.flattenSequenceOfLists
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
    if (this is TransformingSequence<*>>)
        return (this as TransformingSequence<*>>).flatten(iterator)
    return FlatteningSequence(this, { it }, iterator)/*n */
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this sequence,
 * *second* list is built from the second values of each pair from this sequence.
 * The operation is _intermediate_ and _stateless_.
 */
@sample collections.Sequences.Transformations.unzip
*\n@public fun <T, R> Sequence<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>()
    val listR = ArrayList<R>()
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns a sequence that yields elements of this sequence randomly shuffled.
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateless_.
 */
@OptIn(ExperimentalStdlibApi::class)public fun <T> Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)

/**
 * Returns a sequence that yields elements of this sequence randomly shuffled using the specified [random]
 * instance as the source of randomness.
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.4")public fun <T> Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {
    val buffer = toMutableList()

    while (buffer.isNotEmpty()) {
        val j = random.nextInt(buffer.size)
        val last = buffer.removeLast()
        val value = if (j < buffer.size) buffer.set(j, last)
        throw NoSuchElementException()
    }
}

/**
 * A sequence that returns the values from the underlying [sequence]
 * that either match or do not match the specified [predicate].
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateless_.
 */
inner class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val sendWhen: Boolean = true,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            if (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item) == sendWhen) {
                    nextItem = item
                    nextState = 1
                    return
                }
            }
            nextState = 0
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext()
            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem
            nextItem = null
            nextState

            return result
        }

        override fun hasNext(): Boolean {
            if (nextState == -1)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateless_.
 */
inner class TransformingSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R
) : Sequence<R> {

    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()

        override fun next(): R {
            return transformer(iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence], where the transformer function takes the index of the value in the underlying sequence along with the value itself.
 * Note that every iteration of the sequence returns elements in a different order.
 * The operation is _intermediate_ and _stateless_.
 */
inner class TransformingIndexedSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (Int, T) -> R
) : Sequence<R> {

    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0

        override fun next(): R {
            return transformer(checkIndexOverflow(index++), iterator.next())
        }

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which combines values from the underlying
[sequence] with their indices and returns them as\n * [IndexedValue] objects.\n *\n
internal class IndexingSequence<T>\n\nconstructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> \n\noverride fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> \n\n    override fun next(): IndexedValue<T> = checkIndexOverflow(index++) \n        iterator.next() \n    \n    \n    \n\noverride fun hasNext(): Boolean \n    return \n    iterator.hasNext() \n\n\n\n
unknown. -1 for next unknown, 0 for done, 1 for continue

private fun calcNext() {
    nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
    nextState = if (nextState == null) 0 else 
    if (nextState == 0) throw NoSuchElementException()
    val result = nextItem as T
    // Do not clean
    nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
    nextState = -1
    return result
}

override fun next(): T {
    if (nextState < 0)
        calcNext()

    if (nextState == 0)
        throw NoSuchElementException()
    val result = nextItem as T
    // Do not clean
    nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
    nextState = -1
    return result
}

override fun hasNext(): Boolean {
    if (nextState < 0)
        calcNext()
    return nextState == 1
}

/**
 * Returns a wrapper sequence that provides
 * values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and
 * _stateless_.
 *
 * @throws IllegalStateException on iterating the returned sequence from the second time.
 * @see kotlin.collections.Sequence
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as?
    ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is
    ConstrainedOnceSequence<T>) this else ConstrainedOnceSequenceSequence(this)
}

/**
 * Returns a sequence which
 * invokes the function to calculate the next value on each iteration until the function returns `null`.
 *
 * The returned sequence is constrained to be iterated only once.
 * The returned sequence is constrained to be iterated only once after
 * the next value on each iteration until the function returns `null`.
 * @see kotlin.collections.Sequence
 * @see kotlin.sequences.sequence
 */
public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return
}

/**
 * Returns a sequence defined by the starting value `seed` and the function `nextFunction`,
 * which is invoked to calculate the next value based on the previous one on each iteration.
 * If `seed` is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times, each time
 * starting with `seed`.
 * @see kotlin.collections.Sequence
 * @see sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
public fun <T : Any> generateSequence(seed: T?,
    nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence({ seed }, nextFunction)

/**
 * Returns a sequence defined by the function `seedFunction`,
 * which is invoked to produce the starting value,
 * and the nextFunction, which is invoked to calculate the next
 * value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If `seedFunction` returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequence
 * @see sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
 */
public fun <T : Any>
    generateSequence(seedFunction: () -> T?,
        nextFunction: (T) -> T?): Sequence<T> =
        GeneratorSequence(seedFunction, nextFunction)

/**
 * Returns a sequence defined by
 * the function `valueFunction` and the `nextFunction`, which is invoked to calculate the next
 * value based on the previous one on each iteration.
 * The sequence produces values until it encounters first
 * `null` value.
 * If `valueFunction` returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * @see kotlin.collections.Sequence
 * @see sample samples.collections.Sequences.Building.generateSequenceWithLazyValue
 */
public fun <T : Any> generateSequence(valueFunction: () -> T?,
    nextFunction: (T) -> T?): Sequence<T> =
    if (valueFunction == null)
        EmptySequence
    else
        GeneratorSequence(valueFunction, nextFunction)

/**
 * Returns an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling
 * [lazyMessage] if the [value] is null. Otherwise
 * returns the not null value.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any>
    requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("PreconditionsKt")

package

import kotlin.contracts.contract

/**
 * Throws an [IllegalStateException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement." }
}

/**
 * Returns an [IllegalStateException] if the [value] is null. Otherwise
 * returns the not null value.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any>
    requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return
}
Any> requireNotNull(value: T?, lazyMessage: () -> Any): T {
    \n    contract { \n        returns() implies (value != null) \n    } \n    \n    if (value == null) {
        val message = lazyMessage() \n        throw IllegalArgumentException(message.toString()) \n    } else { \n        return value \n    }
\n} // Throws an [IllegalStateException] if the [value] is false.

@sample samples.misco.Preconditions.failCheckWithLazyMessage

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise
 * returns the not null value.
 */
@kotlin.internal.InlineOnly
public actual fun checkNotNull(value: T?): T {
    \n    return checkNotNull(value) { "Required value was null." }
\n} // Throws an [IllegalStateException] with the given [message]
// if the [value] is null. Otherwise
\n
@sample samples.misco.Preconditions.failWithError

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())

import kotlin.js.*
import primitiveArrayConcat
import withType
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}\n\n/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}\n\n/**
 * Returns an element at the given
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}\n\n/**
 * Returns an element at the given
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}\n\n/**
 * Returns an element at the given
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}\n\n/**
 * Returns an element at the given
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```java
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```java
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

```java
/**
 * Returns a [List] that wraps the original array.
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
```

```java
/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared deeply.
 * If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals]([Any.equals] function.
 * For floating point numbers it means that 'NaN' is equal to itself and '-0.0' is not equal to '0.0'.
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean {
    definedExternally
}
```

```java
/**
 * Returns a hash code
 */
```
based on the contents of this array as if it is [List]. * Nested arrays are treated as lists too. * If any of arrays contains itself on any nesting level the behavior is undefined.

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.LowPriorityInOverloadResolution
public actual fun <T> Array<out T>.contentDeepHashCode(): Int {
    return this.contentDeepHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List]. * Nested arrays are treated as lists too. * If any of arrays contains itself on any nesting level the behavior is undefined.

```
same elements in the same order. The elements are compared for equality with the `equals` function.* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

* `@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")` `@SinceKotlin("1.1")` `@DepreciatedSinceKotlin(hideSince = "1.4")` `@infix fun

* `true` if the two specified arrays are *structurally equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function.* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

* `@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")` `@SinceKotlin("1.1")` `@DepreciatedSinceKotlin(hideSince = "1.4")` `@infix fun

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* `true` if the two specified arrays are *structurally equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function.* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.

* `@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")` `@SinceKotlin("1.1")` `@DepreciatedSinceKotlin(hideSince = "1.4")` `@infix fun

* `true` if the two specified arrays are *structurally equal to one another, i.e. contain the same number of the same elements in the same order. The elements are compared for equality with the `equals` function.* For floating point numbers it means that ‘NaN’ is equal to itself and ‘-0.0’ is not equal to ‘0.0’.
*structurally* equal to one another, i.e. contain the same number of the same elements in the same order. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.

```
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.4")
@library("arrayEquals")
public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {
    definedExternally
}
```

```
fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun ByteArray?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n} fun <T> Array<out T>?.contentHashCode(): Int {\n    definedExternally\n}
actual fun BooleanArray.contentToString(): String {
    return this.contentToString() or 0
} * Returns a string representation of the contents of the specified array as if it is [List]

samples.collections.Arrays.ContentOperations.contentToString

actual fun CharArray.contentToString(): String {
    return this.contentToString() or 0
} * Returns a string representation of the contents of the specified array as if it is [List]

samples.collections.Arrays.ContentOperations.contentToString

actual fun <T> Array<out T>.contentToString(): String {
    return this.contentToString() or 0
} * Returns a string representation of the contents of the specified array as if it is [List]

samples.collections.Arrays.ContentOperations.contentToString

actual fun ByteArray?.contentToString(): String {
    definedExternally
}

actual fun ShortArray?.contentToString(): String {
    definedExternally
}

actual fun IntArray?.contentToString(): String {
    definedExternally
}

actual fun LongArray?.contentToString(): String {
    definedExternally
}

actual fun FloatArray?.contentToString(): String {
    definedExternally
}

actual fun DoubleArray?.contentToString(): String {
    definedExternally
}

actual fun BooleanArray?.contentToString(): String {
    definedExternally
}

actual fun CharArray?.contentToString(): String {
    definedExternally
}

actual fun Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}
@param destinationOffset the position in the [destination] array to copy to, 0 by default.
@param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0,
    startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(),
        destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0,
    startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(),
        destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0,
    startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(),
        destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, start_index, end_index)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @param destination the array to copy to.
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 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
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 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
*IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* @public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
* startIndex: Int = 0, endIndex: Int = size)
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* @public actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
* startIndex: Int = 0, endIndex: Int = size)
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],
* or when that index is out of the [destination] array indices range.
* @return the [destination] array.
are filled with zero values.

```kotlin
public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize)).
}
```

```kotlin
public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L)).
}
```

```kotlin
public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize)).
}
```

```kotlin
public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize)).
}
```

```kotlin
public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false)).
}
```

```kotlin
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize))).
}
```

```kotlin
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null).
}
```

```kotlin
Array<out T>.copyOf(newSize: Int): Array<out T> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null).
}
```

```kotlin
intArray.copyOf(newSize: Int): int[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, intArray(newSize)).
}
```

```kotlin
longArray.copyOf(newSize: Int): long[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L)).
}
```

```kotlin
floatArray.copyOf(newSize: Int): float[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, floatArray(newSize)).
}
```

```kotlin
doubleArray.copyOf(newSize: Int): double[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, doubleArray(newSize)).
}
```

```kotlin
booleanArray.copyOf(newSize: Int): boolean[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false)).
}
```

```kotlin
charArray.copyOf(newSize: Int): char[] {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, charArray(newSize))).
}
```

```kotlin
array.copyOf(newSize: Int): array {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null).
}
```

```kotlin
array.copyOf(newSize: Int): array {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null).
}
```
*\n@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * \n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return this.asDynamic().slice(fromIndex, toIndex)\n} \n\n/**
 * Returns a new array which is a copy of the specified range of the original array.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgument Exception if [fromIndex] is greater than [toIndex].\n */
public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n    return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))\n} \n\n*/

less than zero or [toIndex] is greater than the size of this array.

* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int):
CharArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("CharArray",
    this.asDynamic().slice(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive) to fill, 0 by default.
 * @param toIndex the end of the range (exclusive) to fill, size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return primitiveArrayConcat(this, elements)
}
```kotlin
/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: CharArray): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
public actual fun LongArray.sort(): Unit {
    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b) }
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun DoubleArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
@library("primitiveArraySort")
public actual fun FloatArray.sort(): Unit {
    definedExternally
}

/**
 * Sorts the array in-place.
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArrayWith(this, fromIndex, toIndex, naturalOrder())
    sortArrayWith(this, fromIndex, toIndex, { a, b -> a.compareTo(b) })
}
```

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AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()
subarray.sort() @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
* @throws samples.collections.Arrays.Sorting.sortRangeOfArray
    { }
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

* @sample samples.collections.Arrays.Sorting.sortRangeOfArray

/*@SinceKotlin("1.4")@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
    this.asList().subarray(fromIndex, toIndex).unsafeCast<CharArray>()
    subarray.sort()
}

/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.

/*@SinceKotlin("1.4")@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {
    if (size > 1) sortArrayWith(this, comparator)
}

/**
 * Sorts a range in the array in-place with the given [comparison] function.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

/*@SinceKotlin("1.4")@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortBy<
    T, T>
    comparer: Comparator<
        T,
        T>,
    fromIndex: Int = 0, toIndex: Int = size):
    Unit {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<
            Array<
                T>>()
        subarray.sortBy(comparer)
    }

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortBy<
    T, T>
    comparer: Comparator<
        T,
        T>,
    fromIndex: Int = 0, toIndex: Int = size):
    Unit {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<
            Array<
                T>>()
        subarray.sortBy(comparer)
    }

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortBy<
    T, T>
    comparer: Comparator<
        T,
        T>,
    fromIndex: Int = 0, toIndex: Int = size):
    Unit {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<
            Array<
                T>>()
        subarray.sortBy(comparer)
    }

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortBy<
    T, T>
    comparer: Comparator<
        T,
        T>,
    fromIndex: Int = 0, toIndex: Int = size):
    Unit {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<
            Array<
                T>>()
        subarray.sortBy(comparer)
    }

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.

/*@Supress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")*/

public actual fun <T> Array<out T>.sortBy<
    T, T>
    comparer: Comparator<
        T,
        T>,
    fromIndex: Int = 0, toIndex: Int = size):
    Unit {
        AbstractList.checkRangeIndexes(fromIndex, toIndex, size) val subarray =
        this.asList().subarray(fromIndex, toIndex).unsafeCast<
            Array<
                T>>()
        subarray.sortBy(comparer)
    }

/*@Supres...
array.

```kotlin
public actual fun BooleanArray.toTypedArray(): Array<Boolean> {
    return js("[]").slice.call(this)
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive
 * array.
 */
public actual fun CharArray.toTypedArray(): Array<Char> {
    return this.map { it
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
 * contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result
 * of the comparison.
 */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.
 */
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return (a as Comparable<Any>).compareTo(b)
}

/**
 * Creates a comparator using the sequence of functions to calculate a
 * result of comparison. The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.
 */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

/**
 * Creates a comparator using the function to transform value
 * to a [Comparable] instance for comparison.
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        compareValuesBy(a, b, selector)
    }

/**
 * Creates a descending comparator
 */
```
using the function to transform value to a [Comparable] instance for comparison.

```kotlin
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareByDescending(\ncrossinline selector: (T) -> Comparable<*>?): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@compareByDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)
    }

/**
 * Creates a comparator comparing values after the primary comparator defined them equal. It uses
 * the [selector] function to transform values and then compares them with the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> Comparator<T>.thenBy(\ncrossinline selector: (T) -> K): Comparator<T> =
    this@thenBy.thenByDescending(\ncrossinline selector: (T) -> K): Comparator<T>

/**
 * Extends the given [comparator] of non-nullable values to a comparator
 */
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing\n
/*
  * @sample samples.comparisons.Comparisons.thenComparing
*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the
 * former considered values equal.\n * @sample samples.comparisons.Comparisons.thenComparing
*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
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    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
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    Comparator { a, b ->
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        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline fun <T> Comparator<T>.thenComparing(\ncrossinline relation: (a: T, b: T) -> Int): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenComparing.compare(a, b)
        if (previousCompare != 0) previousCompare else relation(a, b)
    }

// Not so useful without type inference for receiver of expression\n*/
@kotlin.internal.InlineOnly
public inline func
of nullable values
* considering `null` value less than any other value.

```kotlin
public fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values
 * considering `null` value less than any other value.
 */
@sample samples.comparisons.Comparisons.nullsFirstWithComparator

public fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values
 * considering `null` value greater than any other value.
 */
@sample samples.comparisons.Comparisons.nullsLastWithComparator
```

```kotlin
public fun <T : Any>
naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

public fun <T : Any>
reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
```

```kotlin
private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
}
```

---

**License**

```
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StandardKt")
package kotlin

import kotlin.contracts.*

public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

@kotlin.internal.InlineOnly
public object TODO : Nothing

@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")
```

---

**Open Source Used In DNAC Platform Guardian 10937**
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return block(this)
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } return receiver.block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    } block()
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block)
    } block(this)
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block)
    } return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeIf).
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public actual fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate)
    } return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public actual fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate)
    } return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 * A zero-based index of current iteration is passed as a parameter to [action].
 * @sample samples.misc.ControlFlow.repeat
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract {
        callsInPlace(action)
    }
    for (index in 0 until times) {
        action(index)
    }
}

package kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
// Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b) /n
}

/**
 * Returns the greater of two values.
 */
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b) /n
}

/**
 * Returns the greater of three values.
 */
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
public actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b) /n
}

/*
 * Returns the greater of two values.
 */
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b) /n
}

/**
 * Returns the greater of two values.
 */
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b) /n
}

/**
 * Returns the greater of three values.
 */
public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the greater of the given values.
 */
public actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {
    var max = a
    for (e in other) max = maxOf(max, e)
    return max
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b) /n
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return Math.min(a, b) /n
}

/*
 * Returns the greater of two values.
 */
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b) /n
}
* Returns the smaller of two values.
    
_MISSING_TOKEN_}

* Returns the smaller of two values.
    
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* Returns the smaller of three values.
    
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_MISSING_TOKEN_}

* Returns the smaller of the given values.
    
_MISSING_TOKEN_}
return min

*/

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* Auto-generated file. DO NOT EDIT

*package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes

public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {

        /**
         * A constant holding the minimum value an instance of ULong can have.
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         */
        public const val MAX_VALUE: ULong = ULong(-1)

        /**
         * The number of bytes used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BYTES: Int = 8

        /**
         * The number of bits used to represent an instance of ULong in a binary form.
         */
        public const val SIZE_BITS: Int = 64
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if
     * it's less than other, a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public override inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): ULong = this.times(other.toULong())

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): ULong = this.div(other.toULong())

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong = ULong(this.data.div(other.data))
to [UInt.MAX_VALUE], the resulting `UInt` value
represents the same numerical value as this `ULong`.

* The resulting `UInt` value is represented by the least
significant 32 bits of this `ULong` value.

* @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    /** Returns this value. */

    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = this
    * The resulting value is the closest `Float` to this `ULong` value.

    * In case when this `ULong` value is exactly between two `Float`'s

        * The one with zero at least significant bit of mantissa is selected.

        * @kotlin.internal.InlineOnly
            public inline fun toFloat(): Float = this.toDouble().toFloat()
    /**
     * Converts this `ULong` value to `Float`.
     *
     * The resulting value is the closest `Double` to this `ULong` value.

     * In case when this `ULong` value is exactly between two `Double`'s,
     * the one with zero at least significant bit of mantissa is selected.

        * @kotlin.internal.InlineOnly
            public inline fun toDouble(): Double = ulongToDouble(data)

        * Since Kotlin("1.3")
        * @ExperimentalUnsignedTypes
        * public inline fun Byte.toULong(): ULong = ULong(this.toLong())

        * Since Kotlin("1.3")
        * @ExperimentalUnsignedTypes
        * public inline fun Short.toULong(): ULong = ULong(this.toLong())

        * Since Kotlin("1.3")
        * @ExperimentalUnsignedTypes
        * public inline fun Int.toULong(): ULong = ULong(this.toLong())

        * Since Kotlin("1.3")
        * @ExperimentalUnsignedTypes
        * public inline fun Long.toULong(): ULong = ULong(this)

        * @SinceKotlin("1.3")
        * @ExperimentalUnsignedTypes
        * @kotlin.internal.InlineOnly
            public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())

        * @SinceKotlin("1.3")
        * @ExperimentalUnsignedTypes
        * @kotlin.internal.InlineOnly
            public inline fun Double.toULong(): ULong = doubleToULong(this)

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        */

        @file:kotlin.jvm.JvmMultifileClass
        @file:kotlin.jvm.JvmName("CollectionsKt")

        package kotlin.collections

        //
        // NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
        // See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
        //

        import kotlin.random.*

        import kotlin.ranges.contains

        import kotlin.ranges.reversed

        /**
         * Returns 1st *element* from the list.
         * 
         * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
         */

        @kotlin.internal.InlineOnly
        public inline fun operator fun <T> List<T>.component1(): T

        /**
         * Returns 2nd *element* from the list.
         * 
         * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
         */

        @kotlin.internal.InlineOnly
        public inline fun operator fun <T> List<T>.component2(): T

        //
List<T>.component2(): T {
    return get(1)
} * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.

List<T>.component3(): T {
    return get(2)
} * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.

List<T>.component4(): T {
    return get(3)
} * Returns 4th *element* from the list.

List<T>.component5(): T {
    return get(4)
} * Returns 5th *element* from the list.

List<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
} * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.

List<T>.get(index: Int): T {
    return get(index)
} * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.

List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index >= 0 && index <= lastIndex)
        return get(index)
    throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.")
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.

List<T>.indexOf(element: T): Int {
    if (this is Collection)
        return indexOf(element)
    return 0
} * Returns the index of the given [element] or -1 if [element] is not present in the collection.

List<T>.last(): T {
    return last()
} * Returns the last element of the list.

List<T>.lastOrNull(): T? {
    if (this is List)
        return last()
    return null
} * Returns the last element of the list or `null` if the list is empty.

List<T>.findLast(predicate: (T) -> Boolean): T? {
    if (this is List)
        return lastOrNull(predicate)
    return null
} * Returns the first element matching the given [predicate], or `null` if no such element was found.

List<T>.find(predicate: (T) -> Boolean): T? {
    if (this is List)
        return findOrNull(predicate)
    return null
} * Returns the last element matching the given [predicate], or `null` if no such element was found.

Iterable<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
} * Returns true if [element] is contained in the collection.

Iterable<T>.containsAll(elements: Collection<T>): Boolean {
    if (this is Collection)
        return containsAll(elements)
    return elements.all { contains(it) }
} * Returns true if all elements in [elements] are contained in the collection.

Iterable<T>.containsAny(elements: Collection<T>): Boolean {
    if (this is Collection)
        return containsAny(elements)
    return elements.any { contains(it) }
} * Returns true if any element in [elements] is contained in the collection.

Iterable<T>.first(): T {
    when (this) {
        is List -> return first()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            return iterator.next()
        }
    }
} * Returns the first element of the collection.

Iterable<T>.firstOrNull(): T? {
    if (this is List)
        return firstOrNull()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    if (this is List)
        return indexOfFirst(predicate)
    return -1
} * Returns the index of the first element matching the given [predicate], or -1 if no such element was found.

Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    if (this is List)
        return indexOfLast(predicate)
    return -1
} * Returns the index of the last element matching the given [predicate], or -1 if no such element was found.

Iterable<T>.last(): T {
    return last()
} * Returns the last element of the list.

Iterable<T>.lastOrNull(): T? {
    if (this is List)
        return lastOrDefault()
    return null
} * Returns the last element of the list or `null` if the list is empty.

Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    if (this is List)
        return indexOfLast(predicate)
    return -1
} * Returns the index of the last element matching the given [predicate], or -1 if no such element was found.

Iterable<T>.indexOfFirstOrDefault(predicate: (T) -> Boolean): Int? {
    if (this is List)
        return indexOfFirstOrDefault(predicate)
    return null
} * Returns the index of the first element matching the given [predicate], or `null` if no such element was found.

Iterable<T>.firstOrDefault(): T? {
    if (this is List)
        return firstOrDefault()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.firstOrNull(): T? {
    if (this is List)
        return firstOrNull()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.firstOrLastOrDefault(): T? {
    if (this is List)
        return firstOrLastOrDefault()
    return null
} * Returns the first or last element of the list or `null` if the list is empty.

Iterable<T>.firstOrDefault(): T? {
    if (this is List)
        return firstOrDefault()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.firstOrNull(): T? {
    if (this is List)
        return firstOrNull()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.firstOrDefault(): T? {
    if (this is List)
        return firstOrDefault()
    return null
} * Returns the first element of the list or `null` if the list is empty.

Iterable<T>.firstOrNull(): T? {
    if (this is List)
        return firstOrNull()
    return null
} * Returns the first element of the list or `null` if the list is empty.
null
val found = false
for (element in this) {
    if (predicate(element)) {
        last = element
        found = true
    }
}
if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")

@Suppress("UNCHECKED_CAST")
return last as T

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the collection does not contain [element].
 */
@public fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 * @throws NoSuchElementException if this collection is empty.
 * @since Kotlin 1.3
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return elementAt(random.nextInt(size))
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this collection is empty.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the collection contains more than one element.
 * 
 * @throws NoSuchElementException if this collection is empty.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.single(): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    return elementAt(size - 1)
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Collection<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single = null
    for (element in this) {
        if (predicate(element))
            single = element
    }
    return single
}

/**
 * Returns a random element from this collection.
 * 
 * @throws NoSuchElementException if this collection is empty.
 * @since Kotlin 1.3
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.3")
public fun <T> Collection<T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this collection is empty.
 * @since Kotlin 1.4
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.4")
public fun <T> Collection<T>.random(random: Random): T {
    return elementAt(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the list is empty or has more than one element.
 * 
 * @throws NoSuchElementException if this list is empty.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.4")
public fun <T> List<T>.single(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return get(size - 1)
}

/**
 * Returns the single element, or throws an exception if the list contains more than one element.
 * 
 * @throws NoSuchElementException if this list contains more than one element.
 */
@WasExperimental(ExperimentalStdlibApi::class)
@SinceKotlin("1.4")
public fun <T> List<T>.singleOrNull(): T? {
    if (isEmpty())
        return null
    return get(size - 1)
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@public fun <T> List<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    return iter
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element))
            return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}
inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            found = true\n        } else if (!found) throw IllegalArgumentException("Collection contains more than one matching element.\n        \n        @Suppress("UNCHECKED_CAST")\n        return single as T\n    }\n}

Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed { index, \n        val iterator = iterator()\n        if (iterator.hasNext())\n            return null\n    }\n    return return single\n}

Iterable<T>.singleOrNull(): T? {
    when (this) {
        is List -> return if (size == 1) this[0] else null\n        else -> \n            return null\n    }\n    return null\n}

List<T>.drop(n: Int): List<T> {
    if (n == 0) return toList()\n    if (count < n) return emptyList()\n    var resultSize = size - n\n    if (resultSize <= 0) return emptyList()\n    val iterator = iterator().\n        return when (this) {
            is List -> \n                (0 until size) \n                    .filterIndexedTo(destination: \n                        return if (resultSize == 1) \n                            singleOrNil\n                        else \n                            singleOrNil\n                    )\n                \n            else -> \n                singleOrNil\n        }\n}

List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero.\n        \n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n        return filterIndexedTo lãŒ\n    )\n    List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropFirst(n: Int): List<T> {
        require(n >= 0) { "Requested element count $n is less than zero.\n        \n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropFirstWhile(predicate: (T) -> Boolean): List<T> {\n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropLast(n: Int): List<T> {
        require(n >= 0) { "Requested element count $n is less than zero.\n        \n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropFirst(n: Int): List<T> {
        require(n >= 0) { "Requested element count $n is less than zero.\n        \n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )\n    List<T>.dropFirstWhile(predicate: (T) -> Boolean): List<T> {\n        val iterator = iterator()\n        if (!iterator.hasNext())\n            throw NoSuchElementException("Collection contains no element\n        if (iterator.hasNext())\n            return filterIndexedTo lãŒ\n    )

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element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param T the type of the elements in the list
 * @param R the type of the elements that are instances
 * @return a list containing all elements that are instances of specified type parameter R
 */
public fun <T, R> T.lectureList<R>: List<R> {
    return filterNotNullTo(List<T>(), predicate)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param T the type of the elements in the list
 * @param R the type of the elements that are instances
 * @return a list containing all elements that are instances of specified type parameter R
 */
public fun <T, R> T.lectureList<R>: List<R> {
    return filterNotNullTo(List<T>(), predicate)
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * @param T the type of the elements in the list
 * @param R the type of the elements that are instances
 * @return a list containing all elements that are instances of specified type parameter R
 */
public fun <T, R> T.lectureList<R>: List<R> {
    return filterNotNullTo(List<T>(), predicate)
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @return a list containing first [n] elements
 */
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return listOf(first())
    }
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n) break
    }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing first [n] elements satisfying the given [predicate].
 * @param T the type of the elements in the list
 * @param R the type of the elements that are instances
 * @return a list containing first [n] elements satisfying the given [predicate]
 */
public inline fun <T, R> T.lectureList<R>: List<R> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @return a list containing last [n] elements
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @param T the type of the elements in the list
 * @param R the type of the elements that are instances
 * @return a list containing last elements satisfying the given [predicate]
 */
public inline fun <T, R> T.lectureList<R>: List<R> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}
samples.collections.Collections.Transformations.take
 */

public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    var val = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        val.add(item)
    }
    return val
}

/**
 * Reverses elements in the list in-place.
 */
public expect fun <T> MutableList<T>.reverse(): Unit

/**
 * Returns a list with elements in reversed order.
 */
public fun <T> Iterable<T>.reversed(): List<T> {
    if (this is Collection && size <= 1) return toList()
    val list = toMutableList()
    list.reverse()
    return list
}

/**
 * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.
 * 
 * See:
 * https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val temp = this[i]
        this[i] = this[j]
        this[j] = temp
    }
}

/**
 * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareBy(selector))
}

/**
 * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {
    if (size > 1)
        sortWith(compareByDescending(selector))
}

/**
 * Sorts elements in the list in-place descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return this.toList()
        return toTypedArray<Comparable<T>>().apply { sort() }.asList()
    }
    return toMutableList().apply { sort() }
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1)
            return this.toList()
        return toTypedArray<Comparable<T>>().apply { sortWith(comparator) }.asList()
    }
    return toMutableList().apply { sortWith(comparator) }
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
CharArray(size) \n var index = 0 \n for (element in this) \n result[index++] = element \n return result

Collection<Double>.toDoubleArray() : DoubleArray { \n    \n    val result = DoubleArray(size) \n    var index = 0 \n    for (element in this) \n        result[index++] = element \n    return result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 */

public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 */

public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */

public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */

public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Short containing all of the elements of this collection.
 */

public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Populates and returns the destination mutable map with key-value pairs,
 * where key is provided by the keySelector function applied to each element of the given collection.
 */

public fun Map<K, V, M : MutableMap<in K, in V>> associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the destination mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 */

public fun Map<K, V, M : MutableMap<in K, in V>> associateByToWithValueTransform(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the destination mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 */

public fun Map<K, V, M : MutableMap<in K, in V>> associateBy(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Returns a [Map] containing key-value pairs
 * provided by [transform] function applied to elements of the given collection.
 */

public fun Map<K, V> associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the elements from the given collection indexed
 * by the keySelector function applied to each element.
 */

public fun Map<K, T> associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and
 * indexed by [keySelector] functions applied to elements of the given collection.
 */

public fun Map<K, V> associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByToWithValueTransform(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 */

public fun Map<K, V> associateByToWithValueTransform(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByToWithValueTransform(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs
 * provided by [transform] function applied to each element of the given collection.
 */

public fun Map<K, V> associateByTo(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByToWithValueTransform(LinkedHashMap<K, V>(capacity), transform)
}
\n
* If any of two pairs would have the same key the last one gets added to the map:\n
samples.collections.Collections.Transformations.associateTo\n
*/

public inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        return destination\n    }
    return destination\n}

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If any two elements are equal, the last one gets added to the map.\n
The returned map preserves the entry iteration order of the original collection.\n
* @sample samples.collections.Collections.Transformations.associateWith\n
Iterable<K>.associateWithTo(destination: Map<K, V>\n
*/

public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashSet<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector)\n}

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* @sample

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* @sample
flatMapIndexedTo(ArrayList<R>(), transform)

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element and its index in the original collection.
 */
@sample samples.collections.Collections.Transformations.flatMapIndexed

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequence")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (Int, T) -> Sequence<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (Int, T) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(checkIndexOverflow(index++), element)
        destination.addAll(list)
    }
    return destination
}

/*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapTo")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, M : MutableMap<in K, MutableList<T>>> Iterable<T>.flatMapTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}*/
val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<T>() }
    list.add(element)
    return destination
}

/**
 * Groups values returned by the 
 * function applied to each element of the original collection
 * by the key returned by the given 
 * function applied to the element
 * and puts to the [destination] map each group associated with a list of corresponding values.
 * @param [keySelector] function to extract a key from each element
 * @param [valueTransform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return The [destination] map
 */
public inline fun <T, K, M : MutableMap<K, M>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @param [keySelector] function to extract a key from each element
 * @param [valueTransform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return a list containing the results of applying the given [transform] function to each element in the original collection
 */
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given 
 * function to each element in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given 
 * function to each element in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return a list containing only the non-null results of applying the given [transform] function to each element and its index in the original collection
 */
public inline fun <T, R : Any, C : MutableCollection<R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    for (element in this) {
        transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given 
 * function to each element of the original collection
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return a list containing only the non-null results of applying the given [transform] function to each element
 */
public inline fun <T, R : Any> Iterable<T>.mapTo(destination: MutableList<T>, transform: (T) -> R): List<R> {
    for (element in this) {
        transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given 
 * function to each element of the original collection
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @return a list containing only the non-null results of applying the given [transform] function to each element
 */
public inline fun <T, R : Any> Iterable<T>.mapTo(destination: MutableList<T>, transform: (T) -> R): List<R> {
    for (element in this) {
        transform(element)?.let { destination.add(it) } }
    return destination
}
transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * * * * Among equal elements of the given collection, the first one will be present in the resulting list.
 * The elements in the resulting list are in the same order as they were in the source collection.
 * * * *
 * @sample
 * samples.collections.Collections.Transformations.distinctAndDistinctBy
 * * *
 */
public fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a new [MutableSet] containing all distinct elements from the given collection.
 * * * * The returned set preserves the element iteration order of the original collection.
 * * * *
 */
public fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {
    return when (this) {
        is Collection<T> -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.
 * * * * The returned set preserves the element iteration order of the original collection.
 * * * *
 */
public infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 * * * * To get a set containing all elements that are contained at least in one of these collections use [union].
 * * * *
 */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * * *
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if any element matches the given [predicate].
 * * *
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of elements in this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 * * *
 */
public infix fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count) return count
}
[operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```
*\*\*\*public inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}\
```

Accumulates value starting with [initial] value and applying [operation] from left to right:

```
*\*\*\*public inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)
    return accumulator
}\
```

Accumulates value starting with [initial] value and applying [operation] from right to left:

```
*\*\*\*public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}\
```

Accumulates value starting with [initial] value and applying [operation] from right to left:

```
*\*\*\*public inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (Int, T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            val index = iterator.previousIndex()
            accumulator = operation(index, iterator.previous(), accumulator)
        }
    }
    return accumulator
}\
```

Performs the given [action] on each element:

```
*\*\*\*public inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}\
```

Performs the given [action] on each element, providing sequential index with the element:

```
*\*\*\*public inline fun <T> Iterable<T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}\
```

Finds the maximum value among all values produced by [selector] function:

```
*\*\*\*fun Iterable<Double>.max(): Double? {
    return maxOrNull()
}\
```

Finds the maximum value among all values produced by [selector] function:

```
*\*\*\*fun Iterable<Float>.max(): Float? {
    return maxOrNull()
}\
```

Finds the maximum value among all values produced by [selector] function:

```
*\*\*\*fun <T : Comparable<T>> Iterable<T>.max(): T? {
    return maxByOrNull(selector)
}\
```

Finds the maximum value among all values produced by [selector] function:

```
*\*\*\*fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? {
    return maxByOrNull(selector)
}\
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
public inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double?): Double?
```
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```kotlin
Iterate<T>.maxOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    var iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var maxValue = selector(iterator.next()) |
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) |
        if (comparator.compare(maxValue, v) < 0) |
            maxValue = v |
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided 
 * [comparator] among all values produced by [selector] function applied to each element in 
 * the collection or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
inline <T, R>
fun <T, R> maxOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var maxValue = selector(iterator.next()) |
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) |
        if (comparator.compare(maxValue, v) < 0) |
            maxValue = v |
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R> Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var maxValue = selector(iterator.next()) |
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) |
        if (comparator.compare(maxValue, v) < 0) |
            maxValue = v |
    }
    return maxValue
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var max = iterator.next() |
    while (iterator.hasNext()) {
        val e = iterator.next() |
        max = maxOf(max, e) |
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var max = iterator.next() |
    while (iterator.hasNext()) {
        val e = iterator.next() |
        max = maxOf(max, e) |
    }
    return max
}

@Deprecated("Use maxWithOrNull instead.", ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    return maxWithOrNull(comparator)
}

/**
 * Returns the first element having the largest value according to the 
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T> Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var max = iterator.next() |
    while (iterator.hasNext()) {
        val e = iterator.next() |
        if (comparator.compare(max, e) < 0) max = e |
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minOrNull(): T? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T> Iterable<T>.minOrNull(): T? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var min = iterator.next() |
    while (iterator.hasNext()) {
        val e = iterator.next() |
        min = minOf(min, e) |
    }
    return min
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator() |
    if (!iterator.hasNext()) return null |
    var min = selector(iterator.next()) |
    while (iterator.hasNext()) {
        val v = selector(iterator.next()) |
        if (minValue > v) |
            min = min |
    }
    return min
}
```
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {
    var iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the collection. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {
    var iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the collection or `null` if there are no elements. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOf(selector: (T) -> R): R {
    var iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        if (minValue > v) \n        {\n            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the collection or `null` if there are no elements. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {
    var iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the collection or `null` if there are no elements. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {
    var iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        minValue = minOf(minValue, v)\n    }\n    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function \n * applied to each element in the collection or `null` if there are no elements. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOfOrNull(selector: (T) -> R): R? {
    var iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        if (minValue > v) \n        {\n            minValue = v
        }
    }\n    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] \n * among all values produced by [selector] function applied to each element in the collection. \n * @throws NoSuchElementException if the collection is empty. \n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOfWith(comparator: Comparator<R>, selector: (T) -> R): R? {
    var iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var minValue = selector(iterator.next())\n    while (iterator.hasNext()) \n    {\n        val v = selector(iterator.next())\n        if (comparator.compare(minValue, v) > 0) \n        {\n            minValue = v
        }
    }\n    return minValue
}
return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] in among all values produced by [selector] applied to each element in the collection or `null` if there are no elements.
 */
public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    var val = selector(iterator().next())
    var minValue = selector(iterator().next())
    while (iterator.hasNext()) {
        val = selector(iterator.next())
        if (comparator.compare(minValue, val) > 0) {
            minValue = val
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element, and returns the collection itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationSQLException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.minOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun Iterable<Double>.minOrNull(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        min = minOf(min, iterator.next())
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun Iterable<Float>.minOrNull(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        min = minOf(min, iterator.next())
    }
    return min
}

/**
 * Returns the smallest value according to the provided [comparator] in among all values produced by [selector] applied to each element in the collection or `null` if there are no elements.
 */
public inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    var val = selector(iterator().next())
    var minValue = selector(iterator().next())
    while (iterator.hasNext()) {
        val = selector(iterator.next())
        if (comparator.compare(minValue, val) > 0) {
            minValue = val
        }
    }
    return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given [action] on each element, providing sequential index with the element, and returns the collection itself afterwards.
 */
@SinceKotlin("1.4")
public inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {
    return apply { forEachIndexed(action) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.4")
public inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
Threws an exception if this collection is empty. If the collection can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns 'null' when its receiver is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @returns 'null' if the collection is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @returns 'null' if the collection is empty.

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* @returns 'null' if the collection is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @returns 'null' if the collection is empty.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

* @returns 'null' if the collection is empty.
T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {
    var iterator = listIterator(size)
    if (!iterator.hasPrevious()) return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        val index = iterator.previousIndex()
        accumulator = operation(index, iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value.
 * Returns `null` if the list is empty.
 * @param [operation] function that takes an element and current accumulator value and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) return null
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.previous(), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
public inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var index = 0
    var accumulator = initial
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes an element and current accumulator value and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.
 * Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
    val estimatedSize = collectionSizeOrDefault(10)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var index = 0
    var accumulator = initial
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        result.add(accumulator)
    }
    return result
}
value.

```kotlin
public inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    var accumulator =InicialSizeOrDefault(10))
    apply { add(accumulator) }
    val var index = 1
    while (iterator.hasNext())
        accumulator = operation(index++, accumulator, iterator.next())
    result.add(accumulator)
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfLong")
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
elements contained in the given [elements] sequence.
The [elements] sequence may be converted to a
[HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation
of `hashCode()` that doesn't change between successive invocations.

* Returns a list
  containing all elements of the original collection without the first occurrence of the given [element].

* Returns a list
  containing all elements of the original collection and then the given [element].

* Returns a list
  containing all elements of the original collection and then all elements of the given [elements] array.

* Returns a list
  containing all elements of the original collection and then all elements of the given [elements] sequence.

* Returns a list
  containing all elements of the original collection and then all elements of the given [elements] collection.

* Returns a list
  consisting of snapshots of the window of the given [size]
  sliding along this collection with the given [step], where each
  snapshot is a list.

* Returns a list
  consisting of snapshots of the window of the given [size]
  sliding along this collection with the given [step], where each
  snapshot is a list.

* Returns a list
  consisting of snapshots of the window of the given [size]
  sliding along this collection with the given [step], where each
  snapshot is a list.

* Returns a list
  consisting of snapshots of the window of the given [size]
  sliding along this collection with the given [step], where each
  snapshot is a list.

* Returns a list
  consisting of snapshots of the window of the given [size]
  sliding along this collection with the given [step], where each
  snapshot is a list.
end if any, \n * by default `false` which means partial windows won't be preserved\n * @sample samples.collections.Sequences.Transformations.takeWindows\n "@SinceKotlin("1.2.2")"\n pub fun <T> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> {\n    List<T>(resultCapacity)\n    var index = 0\n    while (index in 0 until thisSize) {\n        val windowSize = size.coerceAtMost(thisSize - index)\n        if (windowSize < size && !partialWindows) break\n        result.add(windowSize) \n            \{ this[it + index] \} index += step\n        return result\n    }\n    return result\n}

/**\n * Returns a list of results of applying the \n * given [transform] function to \n * an each list representing a view over the window of the given [size]\n * sliding \n * along this collection with the given [step].\n * \n * Note that the list passed to the [transform] function is ephemeral \n * and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made \n * a snapshot of it.\n * Several last lists may have less elements than the given [size].\n * Both [size] and [step] \n * must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each \n * step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if \n * any,\n * @param transform is a function that maps each window to a result.\n */
public fun <T, R> List<T>.average(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<T> {\n    List<T>(resultCapacity)\n    var index = 0\n    while (index in 0 until thisSize) {\n        val windowSize = size.coerceAtMost(thisSize - index)\n        if (!partialWindows && windowSize < size) break\n        window.move(index, index + windowSize)\n        result.add(transform(window)) index += step\n    }\n    return result
}

/**\n * Returns a list of pairs built from the elements of `this` \n * collection and the \n * [other] array with the same index.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n * The returned list has length of the shortest collection.\n */
public infix fun <T, R> List<T>.zip(other: Array<R>): List<Pair<T, R>> {\n    list = ArrayList<Pair<T, R>>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))\n    var i = 0\n    for (element in this) {\n        if (i >= arraySize) break\n        list.add(transform(element, other[i++]))\n    }\n    return list
}

/**\n * Returns a list of values built from the elements of \n * collection and the \n * [other] collection with the same index\n * using the provided \n * [transform] function applied to each pair of elements.\n */
public inline fun <T, R, V> List<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n    \{ \n        \&
    \} val second = other.iterator()\n    var list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))\n    while (first.hasNext() && second.hasNext()) {\n        list.add(transform(first.next(), second.next()))\n    }\n    return list
}
adjacent elements in this collection.

The returned list is empty if this collection contains less than two elements.

The returned list is empty if this collection contains less than two elements.

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count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
 * Copyright 2010-2018
 * JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the
 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * *\n *package kotlin.collections
 *\n *\n */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<T>): Array<T> {
    return if (collection.asDynamic().toArray !== undefined)
        collection.asDynamic().toArray().unsafeCast<Array<T>>()
    else
        copyToArrayImpl(collection).unsafeCast<Array<T>>()
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

@JsName("copyToExistingArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()

    val iterator = collection.iterator()
    var index = 0
    while (iterator.hasNext()) {
        array[index++] = iterator.next().unsafeCast<T>()
    }
    if (index < array.size)
        {array[index] = null.unsafeCast<T>()}
    return array
}

/**
 * Returns an immutable list containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = arrayListOf(element)

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {
    return ArrayList<E>().apply(builderAction).build()
}

/*
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 */
@kotlin.internal.InlineOnly
internal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E> {
    return LinkedHashSet<E>(capacity).apply(builderAction).build()
}

/**
 * Returns an immutable map, mapping only the specified key to the
 * specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair) as LinkedHashMap<K, V>  

@PublishedApi
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
internal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction).build()
}

/**
 * Fills the list with the provided [value].
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in this list.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements of this list randomly shuffled.
 */
@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }

/**
 * Sorts elements in the list in-place according to their natural sort order.
 */
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {
    collectionsSort(this, naturalOrder())
}

/**
 * Sorts elements in the list in-place according to the order
 * specified with [comparator].
 */
public actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
    collectionsSort(this, comparator)
}

private fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {
    if (list.size <= 1) return

    val array = copyToArray(list)
    sortArrayWith(array, comparator)

    for (i in 0 until array.size) {
        list[i] = array[i]
    }
}

// no singleton map implementation in js, return map as is
@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()

@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
    if (index < 0) {
        throwIndexOverflow()
    }
    return index
}

@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
    if (count < 0) {
        throwCountOverflow()
    }
    return count
}
expectedSize

* Checks a collection builder function capacity argument.* In JS no validation is made in Map/Set constructor yet.* *\nThe return value of this function is not guaranteed to be non-negative.* *\n* \n
/**
 * Checks a collection builder function capacity argument.
 * In JS no validation is made in Map/Set constructor yet.
 */

@SinceKotlin("1.1")
public expect fun checkBuilderCapacity(capacity: Int): Boolean

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a for loop.
 */
@sample samples.collections.Operators.iterator
public fun @file:kotlin.jvm.JvmMultifileClass
@sample samples.collections.Operators.iterator
@PublishedApi
internal fun checkBuilderCapacity(capacity: Int) {
    require(capacity >= 0) { "capacity must be non-negative." }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte, c: Byte, d: Byte): Byte

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short, c: Short, d: Short): Short

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int, c: Int, d: Int): Int

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float, c: Float, d: Float): Float

/**
 * Returns the greater of three values.
 */
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double, c: Double, d: Double): Double

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*\@SinceKotlin("1.1")\*public fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n    return maxOf(a, maxOf(b, c, comparator), comparator)\n} \n*\@SinceKotlin("1.1")\*public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n    return if (comparator.compare(a, b) >= 0) a else b\n} \n*\@SinceKotlin("1.1")\*public expect fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Byte, vararg other: Byte): Byte

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Short, vararg other: Short): Short

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Int, vararg other: Int): Int

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Long, vararg other: Long): Long

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Float, vararg other: Float): Float

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Double, vararg other: Double): Double

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Byte, vararg other: Byte): Byte

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Short, vararg other: Short): Short

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Int, vararg other: Int): Int

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Long, vararg other: Long): Long

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Float, vararg other: Float): Float

*\@SinceKotlin("1.1")\*public expect fun maxOf(a: Double, vararg other: Double): Double

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Byte, b: Byte)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Short, b: Short)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Int, b: Int)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Long, b: Long)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Float, b: Float)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Double, b: Double)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Byte, b: Byte, c: Byte)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Short, b: Short, c: Short)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Int, b: Int, c: Int)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Long, b: Long, c: Long)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Float, b: Float, c: Float)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Double, b: Double, c: Double)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Byte, b: Byte, c: Byte, d: Byte)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Short, b: Short, c: Short, d: Short)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Int, b: Int, c: Int, d: Int)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Long, b: Long, c: Long, d: Long)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Float, b: Float, c: Float, d: Float)

*\@SinceKotlin("1.1")\*public expect fun minOf(a: Double, b: Double, c: Double, d: Double)
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/**
 * Returns the smaller of the given values.
 * 
 * If there are multiple equal minimal values, returns the first of them.
 */
public expect fun minOf(a: Byte, vararg other: Byte): Byte

/**
 * Returns the smaller of the given values.
 */
public expect fun minOf(a: Short, vararg other: Short): Short

/**
 * Returns the smaller of the given values.
 */
public expect fun minOf(a: Int, vararg other: Int): Int

/**
 * Returns the smaller of the given values.
 */
public expect fun minOf(a: Long, vararg other: Long): Long

/**
 * Returns the smaller of the given values.
 * 
 * If any value is NaN, returns NaN.
 */
public expect fun minOf(a: Float, vararg other: Float): Float

/**
 * Returns the smaller of the given values.
 * 
 * Returns the smaller of the given values.
 */
public expect fun minOf(a: Double, vararg other: Double): Double

/**
 * Returns the smaller of the given values according to the order specified by the given comparator.
 */
public fun <T> minOf(a: T, vararg other: T): T {
    var min = a
    for (e in other) if (comparator.compare(min, e) > 0) min = e
    return min
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
V>.map(transform: (Map.Entry<K, V>) -> R): List<R> { return mapToArray(map, size, transform) }
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {
    return entries.maxOf(selector) ?: return NaN
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {
    return entries.maxOfOrNull(selector) ?: return null
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {
    return entries.maxOfOrNull(selector) ?: return null
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.maxOfOrNull(selector) ?: return null
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.maxOfWith(comparator, selector)
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
    return entries.maxOfWithOrNull(comparator, selector)
}

@Deprecated("Use maxWithOrNull instead.",
            ReplaceWith("maxWithOrNull(comparator)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@kotlin.internal.InlineOnly
    return maxWithOrNull(comparator)
}

/**
 * Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no entries.
 */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
    return entries.maxWithOrNull(comparator) ?: return null
}

@Deprecated("Use minByOrNull instead.",
            ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@kotlin.internal.InlineOnly

ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double {
    return entries.minOf(selector)
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each entry in the map.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Float): Float {
    return entries.minOf(selector)
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each entry in the map.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
public inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {
    return entries.minOfOrNull(selector)
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or 'null' if there are no entries.
 * If any of values produced by [selector] function is 'NaN', the returned result is 'NaN'.
 * @throws NoSuchElementException if the map is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
    return entries.minOfWith(comparator, selector)
}

/**
 * Returns 'true' if the map has no entries.
 * @sample
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType

@kotlin.internal.InlineOnly
    return entries.minWith(comparator)
}
return iterator.next()\n\n* Returns the first element matching the given \[predicate\].\n* @throws [NoSuchElementException] if no such element is found.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.first(predicate: (T) -> Boolean): T \n\n* for (element in this) if (predicate(element)) return element\n* throw NoSuchElementException("Sequence contains no element matching the predicate.\n\n* Returns the first element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.firstOrNull(): T? \n\n* return iterator.next()\n* Returns the first element matching the given \[predicate\], or `null` if element was not found.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOf(element: T): Int \n\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (element == item) return index\n* index++\n* }\n\n* Returns index of the first element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int \n\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (predicate(item)) return index\n* index++\n* }\n\n* Returns index of the first element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.last(): T \n\n* var iterator = iterator()\n* while (iterator.hasNext())\n* \n\n* last = iterator.next()\n* \n\n* Returns the last element matching the given \[predicate\].\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastOrNull(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? \n\n* var last = null\n* var found = false\n* for (element in this) {\n* \nif (predicate(element)) {\n* \nlast = element\n* found = true\n* }\n* if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.\n\n* @Suppress("UNCHECKED_CAST")\n* return last as T?\n*\n* Returns last index of \[element\], or -1 if the sequence does not contain element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastIndexOf(element: T): Int \n\n* var lastIndex = -1\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (element == item) lastIndex = index\n* index++\n* }\n\n* Returns the last index of \[element\], or -1 if the sequence does not contain element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastIndexOfFirst(predicate: (T) -> Boolean): Int \n\n* var lastIndex = -1\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (predicate(item)) lastIndex = index\n* index++\n* }\n\n* Returns the last index of the first element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.last(): T \n\n* var iterator = iterator()\n* while (iterator.hasNext())\n* \n\n* last = iterator.next()\n* \n\n* Returns the last element matching the given \[predicate\].\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastOrNull(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.lastOrNull(): T? \n\n* return iterator.next()\n* Returns the last element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOf(element: T): Int \n\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (element == item) return index\n* index++\n* }\n\n* Returns the first index of \[element\], or -1 if the sequence does not contain element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int \n\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (predicate(item)) \n\n* index++\n* }\n\n* Returns index of the first element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int \n\n* var lastIndex = -1\n* var index = 0\n* for (item in this) {\n* \ncheckIndexOverflow(index)\n* if (predicate(item)) \n\n* index++\n* }\n\n* Returns the last index of the first element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T \n\n* var next = null\n* while (iterator.hasNext())\n* \n\n* next = iterator.next()\n* \n\n* Returns the last element matching the given \[predicate\].\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element matching the given \[predicate\], or -1 if the sequence does not contain such element.\n* The operation is _terminal_ *\n*\n/* Sequence<T>.indexOfLast(): T? \n\n* return iterator.next()\n* Returns the last element, or `null` if the sequence is empty.\n* The operation is _terminal_ *
single = element
    found = true

    if (!found) throw NoSuchElementException("Sequence contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns single element, or ‘null’ if the sequence is empty or has more than one element.
 */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns single element matching the given [predicate], or ‘null’ if element was not found or more than one element was found.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate] and the element itself.
 */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })
}

/**
 * Appends all elements matching the given [predicate] to the destination.
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing all elements of specified type parameter [R] that are instances of specified type parameter R.
 */
public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
    @Suppress("UNCHECKED_CAST")
    return filter { it is R } as Sequence<R>
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a sequence containing all elements that are not `null`.
 */
public fun <T : Any> Sequence<T?>.filterNotNull():
Sequence<T> { @Suppress("UNCHECKED_CAST") return filterNot { it == null } as Sequence<T> }
samples.collections.Collections.Transformations.associate

/**
 * Returns a [Map] containing the elements from the given sequence indexed by the
 * key returned from [keySelector] function applied to each element. If any two elements would have the
 * same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry
 * iteration order of the original sequence. The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associateBy
 */
@SinceKotlin("1.3")
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] function applied to each element of the given sequence.
 * The returned map preserves the entry iteration order of the original sequence. The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associateByWithValueTransform
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element of the given sequence and value is produced by the [valueSelector] function applied to each element.
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associateWith
 */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each element.
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Appends all elements to the given [collection].
 * The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associateWith
 */
@SinceKotlin("1.3")
public inline fun <K, V> Sequence<K>.associateWithTo(destination: MutableList<K>, transform: (K) -> V): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] containing the elements from the given sequence indexed by the
 * key returned from [keySelector] function applied to each element. If any two elements would have the
 * same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry
 * iteration order of the original sequence. The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associate
 */
@SinceKotlin("1.3")
public inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a [Map] containing the elements from the given sequence indexed by the
 * key returned from [keySelector] function applied to each element. If any two elements would have the
 * same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry
 * iteration order of the original sequence. The operation is _terminal_.
 *
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    return associateByTo(LinkedHashMap<K, T>(), keySelector)
}
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C) {  
    for (item in this) {  
        destination.add(item)  
    }  
    return destination
}

/**
 * Returns a new [HashSet] of all elements.  
 * The operation is _terminal_.  
 */
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {  
    return toCollection(HashSet<T>())
}

/**
 * Returns a [List] containing all elements.  
 * The operation is _terminal_.  
 */
public fun <T> Sequence<T>.toList(): List<T> {  
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a new [MutableList] filled with all elements of this sequence.  
 * The operation is _terminal_.  
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {  
    return toCollection(ArrayList<T>())
}

/**
 * Returns a [Set] of all elements.  
 * The returned set preserves the element iteration order of the original sequence.  
 * The operation is _intermediate_ and _stateless_.  
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIterable")
public fun <T, R>
    Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {  
    return FlatteningSequence(this, transform, Iterable<R>::iterator)
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.  
 * The operation is _intermediate_ and _stateless_.  
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedIterable")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {  
    return FlatteningSequence(this, transform, Iterable<R>::iterator)
}

/**
 * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence.  
 * The operation is _intermediate_ and _stateless_.  
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("flatMapIndexedSequence")
public fun <T, R>
    Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {  
    return FlatteningSequence(this, transform, Sequence<R>::iterator)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence, to the given [destination].  
 * The operation is _terminal_.  
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIterableTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {  
    var index = 0  
    for (element in this) {  
        val list = transform(checkIndexOverflow(index++), element)  
        destination.addAll(list)
    }  
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original sequence, to the given [destination].  
 * The operation is _terminal_.  
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("flatMapIndexedSequenceTo")
@kotlin.internal.InlineOnly
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {  
    var index = 0  
    for (element in this) {  
        val list = transform(checkIndexOverflow(index++), element)  
        destination.addAll(list)
    }  
    return destination
}
```kotlin
transform(checkIndexOverflow(index++), element) \n    destination.addAll(list) \n    return destination
 */

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIterableTo")\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination
}  

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIterableTo")\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination
}  

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original sequence.
 * The operation is _terminal_.
 */
public inline fun <T, K> Sequence<T>.groupBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n    return object : Grouping<T, K> {\n        override fun sourceIterator(): Iterator<T> = this@groupBy.iterator()\n        override fun keyOf(element: T): K = keySelector(element)\n    }
}  

/**
 * Returns a sequence containing the results of applying the given [transform] function * to each element in the original sequence
 * The operation is _terminal_.
 */
public fun <T, R> Sequence<T>.map(transform: (T) ->
```
R): Sequence<R> {\n    return TransformingSequence(this, transform)\n}\n/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself to return the result of the transform applied to the element.\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {\n    return TransformingIndexedSequence(this, transform)\n}\n/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself to return the result of the transform applied to the element.\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {\n    return TransformingIndexedSequence(this, transform).filterNotNull()\n}\n/**
 * Applies the given [transform] function to each element and its index in the original sequence and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself to return the result of the transform applied to the element.\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n    var index = 0\n    for (item in this) {\n        destination.add(transform(checkIndexOverflow(index++), item))\n    }\n    return destination\n}\n/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence.\n * The operation is _terminal_.\n */\npublic fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNull(transform: (T) -> R?): C {\n    return TransformingSequence(this, transform).filterNotNull()\n}\n/**
 * Applies the given [transform] function to each element in the original sequence and appends only the non-null results to the given [destination].\n * The operation is _terminal_.\n */\npublic fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n    forEach { item -> destination.add(transform(item))\n    }\n    return destination\n}\n/**
 * Applies the given [transform] function to each element of the original sequence and appends the results to the given [destination].\n * The operation is _terminal_.\n */\npublic fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {\n    for (item in this) {\n        destination.add(transform(item))\n    }\n    return destination\n}\n/**
 * Returns a sequence that wraps each element of the original sequence into an [IndexedValue] containing the index of that element and the element itself.\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {\n    return IndexingSequence(this)\n}\n/**
 * Returns a sequence containing only distinct elements from the given sequence.\n * Among equal elements of the given sequence, only the first one will be present in the resulting sequence.\n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T> Sequence<T>.distinct(): Sequence<T> {\n    return this.distinct()\n}\n/**
 * Returns a sequence containing only distinct elements from the given sequence, having distinct keys returned by the given [selector] function.\n * Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence.\n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {\n    return DistinctSequence(this, selector)\n}
* Returns a new [MutableSet] containing all distinct elements from the given sequence.

```kotlin
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}
```

* Returns `true` if the sequence has at least one element.

```kotlin
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}
```

* Returns `true` if at least one element matches the given [predicate].

```kotlin
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}
```

* Returns the number of elements in this sequence.

```kotlin
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}
```

* Returns the number of elements matching the given [predicate].

```kotlin
public inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) checkCountOverflow(++count)
    return count
}
```

* Performs the given [action] on each element.

```kotlin
public inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}
```

* Performs the given [action] on each element, providing sequential index with the element.

```kotlin
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
}
```

* Returns `true` if all elements match the given [predicate].

```kotlin
public fun <T> all(predicate: (T) -> Boolean): Boolean {
    var count = 0
    for (item in this) {
        if (predicate(item)) count++
    }
    return count == this.size
}
```

* Returns `true` if all elements match the given [predicate] and the operation is _terminal_.

```kotlin
@Deprecated("Use maxOrNull instead.",
            ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.max(): Double? {
    return maxOrNull()
}
```

* Returns `true` if all elements match the given [predicate] and the operation is _terminal_.

```kotlin
@Deprecated("Use maxOrNull instead.",
            ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Float>.max(): Float? {
    return maxOrNull()
}
```

* Returns the first element yielding the largest value of the given function or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.maxByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if
(iterator.hasNext()) return null
var maxElem = iterator.next()
if (!iterator.hasNext()) return maxElem

var maxValue = selector(maxElem)
do {
    val e = iterator.next()
    if (maxValue < e) {
        maxElem = e
        maxValue = e
    }
} while (iterator.hasNext())
return maxElem

* Returns the largest value among all values produced by [selector] function\n* applied to each element in the sequence.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* @throws NoSuchElementException if the sequence is empty.\n* \n* The operation is _terminal_.
*
* @SinceKotlin("1.4")\n* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* @OverloadResolution ByLambdaReturnType\n* @kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n* applied to each element in the sequence.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* The operation is _terminal_.
* @SinceKotlin("1.4")\n* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* @OverloadResolution ByLambdaReturnType\n* @kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n* applied to each element in the sequence or `null` if there are no elements.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* The operation is _terminal_.
* @SinceKotlin("1.4")\n* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* @OverloadResolution ByLambdaReturnType\n* @kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function\n* applied to each element in the sequence or `null` if there are no elements.\n* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n* \n* The operation is _terminal_.
* @SinceKotlin("1.4")\n* @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n* @OverloadResolution ByLambdaReturnType\n* @kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}
selector(iterator.next())
        if (maxValue < v) {
            maxValue = v
        }
    }
    return
    maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * @throws
 * @throws
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <T, R>
    Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the sequence
 * or `null` if there are no elements.
 * @throws
 * @throws
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <T, R>
    Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    return maxOfWithOrNull(comparator, selector)
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * @throws
 * @throws
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@LambdaReturnType
@InlineOnly
public inline fun <T, R : Comparable<R>>
    Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        min = minByOrNull(selector, min, e)
        if (min == null) break
    }
    return min
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Double>.min(): Double? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.1")
public fun Sequence<Float>.min(): Float? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T : Comparable<T>> Sequence<T>.min(): T? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
public fun <T, R : Comparable<R>>
    Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    return minByOrNull(selector)
}

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samples.collections.Collections.Aggregates.minByOrNull
*/

@SinceKotlin("1.4")
public inline fun <T, R : Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    var minValue = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the smallest value among all values produced by [selector] function if applied to each element in the sequence.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T> Sequence<T>.minOf(selector: (T) -> Double): Double {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.minOf(selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Double): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.
 * The operation is _terminal_.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.experimental.InlineOnly
public inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}
Sequence<T>.minOfOrNull(selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (minValue > v) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
    Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
    val iterator = iterator()
    if (!iterator.hasNext()) throw NoSuchElementException()
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
    Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minValue = selector(iterator.next())
    while (iterator.hasNext()) {
        val v = selector(iterator.next())
        if (comparator.compare(minValue, v) > 0) {
            minValue = v
        }
    }
    return minValue
}

/**
 * Returns the first element having the smallest value according to the
 * provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T>
    Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 */
public fun <T> Sequence<T>.none(): Boolean {
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.
 */
@SinceKotlin("1.1")
public fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T>
[action] on each element of the original sequence as they pass through it.

```kotlin
@param [action] function that takes the index of an element and the element itself

The operation is _intermediate_ and _stateless_.

```

```kotlin
@SinceKotlin("1.4")
public fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {
    return mapIndexed { index, element ->
        action(index, element)
        element
    }
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element. @param [operation] function that takes current accumulator
 * value and an element, @param [operation] and calculates the next accumulator value. @The operation is _terminal_.
 * The operation is _terminal_. @param samples.collections.Collections.Aggregates.reduceOrNull

```

```kotlin
@SinceKotlin("1.4")
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty sequence can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}
```

```kotlin
/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with [initial] value.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * The operation is _intermediate_ and _stateless_. @param samples.collections.Collections.Aggregates.runningFold

```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        accumulator
    }
    return accumulator
}
```

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/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, and current accumulator value that starts with the first element of this sequence.\n * This initial value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningFold\n */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this@runningFold) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, and current accumulator value that starts with the first element of this sequence.\n * This initial value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningFoldIndexed\n */
@SinceKotlin("1.4")
public fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var index = 0
        var accumulator = initial
        for (element in this@runningFoldIndexed) {
            accumulator = operation(checkIndexOverflow(index++), accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, and current accumulator value that starts with the first element of this sequence.\n * This initial value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated) as it may be passed to [operation] function later because of sequence's lazy nature.\n * Otherwise it would affect the previous value in resulting sequence.\n * The operation is _intermediate_ and _stateless_.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return runningFold(initial, operation)
}
that starts with \[initial\] value.\n* @param \[operation\] function that takes the index of an element, current accumulator value, \n and the element itself, and calculates the next accumulator value.\n* The operation is \_intermediate\_ and \_stateless\_.\n* @sample samples.Collections.Aggregates.scan\n
```kotlin
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R>
Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {
    return runningFoldIndexed(initial, operation)\n\n    * The operation is \_stateless\_.
```

```kotlin
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <S, T : S>
Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {
    return runningReduce(operation)\n\n    * The operation is \_stateless\_.
```

```kotlin
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <S, T : S>
Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {
    return runningReduceIndexed(operation)\n\n    * The operation is \_stateless\_.
```

```kotlin
// Sum all values
public inline fun <T>
Sequence<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

```kotlin
// Sum all values
public inline fun <T>
Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

```kotlin
// Sum all values
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
    var sum: Double = 0.toDouble()
    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

```kotlin
// Sum all values
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

```kotlin
// Sum all values
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
    var sum: Long = 0.toLong()\n    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

```kotlin
// Sum all values
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
    var sum: ULong = 0.toUInt()\n    for (element in this) {
        sum += selector(element)\n    }
    return sum
}
```

---

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fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {
    return map { it ?: throw IllegalArgumentException("null element found in Sthisitics") }/*@param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
    */
}

/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)/*@param size the number of elements to take in each list.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
}

/**
 * Splits this sequence into several lists each not exceeding the given [transform] function to an each.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)/*@param size the number of elements to take in each list.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given 
 * elements array.
 * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given
 * elements collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()/*@param size the number of elements to take in each list.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given
 * elements sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<out T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()/*@param size the number of elements to take in each list.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given
 * elements sequence.
 * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from
 * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<out T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()/*@param size the number of elements to take in each list.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * The operation is _intermediate_ and _stateful_.
 */
    }
}

/**
 * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentE
operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    override fun iterator(): Iterator<T> {
        val other = elements.toHashSet()
        if (other.isEmpty())
            return this@minus.iterator()
        else
            return this@minus.filterNot { it in other }.iterator()
    }
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the original sequence into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] array.
 * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] collection.
 * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten()
}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] sequence.
 * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * by default `false` which means partial windows won't be preserved
 * @param sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * by default `false` which means partial windows won't be preserved
 * @param sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}

/**
 * Returns a sequence of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this sequence with the given [step].
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * Several last lists may have less elements than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any
 * by default `false` which means partial windows won't be preserved
 * @param sample samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = false)
}
step the number of elements to move the window forward by on each step, by default \( l \leq 1 \) at param
partialWindows controls whether or not to keep partial windows in the end if any, \( l > 1 \) by default 'false' which
means partial windows won't be preserved\( \ast \) in * @param
samples.collections.Sequences.Transformations.averageWindows\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R):\nSequence<R> {\n    \un return windowedSequence(size, step, partialWindows, reuseBuffer =\ntrue).map(transform)\n}\n
* \n\n* Returns a sequence of values built from the elements of 'this' sequence and the
\n* \n\n* The resulting sequence ends as soon as the shortest input sequence ends.\n\n* The operation is _intermediate and _stateless_ \n
* \n* * @sample
samples.collections.Sequences.Transformations.zip\n
*S@SinceKotlin("1.2")\n\unpublic infix fun \u<T, R>\nSequence<T>.zip(other:\nSequence<R>): Sequence<Pair<T, R>> {\n    \un return MergingSequence((this, other) { t1, t2 -> t1 to t2 })\n}\n
* \n\n* Returns a sequence of values built from the elements of 'this' sequence and the \n* \n* \n* The resulting sequence ends as soon as the shortest input sequence ends.\n\n* The operation is _intermediate and _stateless_ \n
* \n* * \n* * @sample
samples.collections.Sequences.Transformations.zipWithNext\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R, V>\nSequence<T>.zipWithNext(intent\nand function applied to each pair of elements.\n\n* The resulting sequence ends as soon as the shortest input sequence ends.\n\n* The operation is _intermediate and _stateless_ \n
* \n* * @sample
samples.collections.Sequences.Transformations.zipWithNextToFindDeltas\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.zipWithNextToFindDeltas(intent\nand function applied to each pair of elements.\n\n* The resulting sequence ends as soon as the shortest input sequence ends.\n\n* The operation is _intermediate and _stateless_ \n
* \n* * @sample
samples.collections.Collections.Transformations.zipWithNext\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.zipWithNext(transform: (a: T, b: R) -> V): Sequence<V> {\n    \un return MergingSequence((this, other, transform)\n}\n
* \n\n* Returns a sequence of values built from the elements of 'this' sequence and the \n* \n* \n* The resulting sequence ends as soon as the shortest input sequence ends.\n\n* The operation is _intermediate and _stateless_ \n
* \n* * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.zipWithNextToFindDeltas\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A

fun Sequence<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using \[separator\] and \n* using the given \[prefix\] and \[postfix\] if supplied.\n* * If the collection could be huge, you can specify a non-negative value of \[limit\], in which case only the first \[limit\] elements will be appended, followed by the \n* \n* \n* The operation is _terminal_ \n
* \n* * @sample
samples.collections.Collections.Transformations.joinToString\n
*S@SinceKotlin("1.2")\n\unpublic fun \u<T, R>\nSequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String

fun Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String

/**
 * Creates an \[Iterable\] instance that wraps the original sequence returning its elements when being iterated.\n* \n* * Returns this sequence as
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> { return this }

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}
var removed = false
return this.filterTo(result) {
  if (!removed &
& it == element) {
    removed = true; false
  } else true
}

Returns a set containing all elements of the original set except the elements contained in the given [elements] array.

The returned set preserves the element iteration order of the original set.

* The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

- **public operator fun `<T>` Set<T>.minus(elements: Array<out `T`>): Set<T>**
  - result.removeAll(elements)
  - return result

- **public operator fun `<T>` Set<T>.minus(elements: Iterable<`T`>): Set<T>**
  - val result = LinkedHashSet<T>(this)
  - result.removeAll(other)
  - return result

- **public operator fun `<T>` Set<T>.minus(elements: Sequence<`T`>): Set<T>**
  - result = LinkedHashSet<T>(mapCapacity(size + elements.size))
  - result.addAll(elements)
  - result.addAll(this)
  - return result

- **public operator fun `<T>` Set<T>.minusElement(element: `T`): Set<T>**
  - return minus(element)

- **public operator fun `<T>` Set<T>.plus(element: `T`): Set<T>**
  - result = LinkedHashSet<T>(mapCapacity(size + 1))
  - result.addAll(this)
  - result.add(element)
  - return result

- **public operator fun `<T>` Set<T>.plus(elements: Array<out `T`>): Set<T>**
  - result = LinkedHashSet<T>(mapCapacity(size + elements.size))
  - result.addAll(elements)
  - result.addAll(this)
  - return result

- **public operator fun `<T>` Set<T>.plus(elements: Iterable<`T`>): Set<T>**
  - result = LinkedHashSet<T>(mapCapacity(size + elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))
  - result.addAll(elements)
  - result.addAll(this)
  - return result

- **public operator fun `<T>` Set<T>.plusElement(element: `T`): Set<T>**
  - return plus(element)

* * *

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* An @file: kotlin.jvm.JvmMultifileClass *

* An @file: kotlin.jvm.JvmName("StringsKit") *

* An package kotlin.text

* An // NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

* An See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

* An import kotlin.random.

* An * * * * * * * * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char
public expect fun CharSequence.elementAt(index: Int): Char!

public inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public inline fun CharSequence.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

public inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}

public inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)
}

public fun CharSequence.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[0]
}

public inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

public fun CharSequence.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

public inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

public fun CharSequence.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return index
    }
    return -1
}

public fun CharSequence.last(): Char {
    if (isEmpty())
        throw NoSuchElementException("Char sequence is empty.")
    return this[lastIndex]
}

public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.")
}

public fun CharSequence.lastOrNull(): Char? {
    return if (isEmpty()) null else this[length - 1]
}

public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}
String {\n    for (index in lastIndex downTo 0)\n        if (!predicate(this[index]))\n            return\n    return ""
}

/**
 * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].\n * @param \n * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {
    return subSequence(index, length)\n}

/**
 * Returns a string containing all characters except first characters that satisfy the given [predicate].\n * @param \n * @sample samples.text.Strings.drop
 */
public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {
    return subSequence(index, length)\n}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].\n * @param \n * @sample samples.text.Strings.drop
 */
public inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {
    return subSequence(index, length)\n}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].\n * @param \n * @sample samples.text.Strings.drop
 */
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return subSequence(index, length)\n}

/**
 * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].\n * @param \n * @sample samples.text.Strings.filterNot
 */
public inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {
    return subSequence(index, length)\n}

/**
 * Returns a string containing only those characters from the original string that do not match the given [predicate].\n * @param \n * @sample samples.text.Strings.filterNot
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return subSequence(index, length)\n}

/**
 * Returns a char sequence containing all characters from the original char sequence at the specified range of [indices].\n * @param \n * @sample samples.text.Strings.slice
 */
public inline fun CharSequence.slice(indices: IntRange): CharSequence {
    return subSequence(index, length)\n}

/**
 * Returns a string containing all characters from the original string at the specified range of [indices].\n * @param \n * @sample samples.text.Strings.slice
 */
public inline fun String.slice(indices: IntRange): String {
    return subSequence(index, length)\n}
Iterable<Int>): CharSequence { val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return ""

    val result = StringBuilder(size)
    for (i in indices) { result.append(get(i)) }
    return result}

/**
* Returns a subsequence of this char sequence containing the first [n] characters from this char sequence if this char sequence is shorter.
* @throws IllegalArgumentExce
*ption if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun CharSequence.take(n: Int): CharSequence { require(n >= 0) { "Requested character count $n is less than zero." } val length = length
    return subSequence(0, n.coerceAtMost(length)).toString()}

/**
* Returns a string containing characters of the original string at specified [indices].
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.slice
*/
public fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
* Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.takeLast
*/
public fun CharSequence.takeLast(n: Int): CharSequence { require(n >= 0) { "Requested character count $n is less than zero." } val length = length
    return subSequence(length - n.coerceAtMost(length), length)
* Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.
* @throws IllegalArgumentExce
*ption if [n] is negative.
* @sample samples.text.Strings.take
*/
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." } val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
* Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

/**
* Returns a string containing last characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
* Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    return subSequence(0, length)
}

/**
* Returns a string containing the first characters that satisfy the given [predicate].
* @sample samples.text.Strings.take
*/
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

/**
* Returns a char sequence with characters in reversed order.
*/
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
* Returns a string with characters in reversed order.
*/
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
* Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
* If any of two pairs would have the same key the last one gets added to the map.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
* Returns a [Map] containing the characters from the given char sequence indexed by the key.
* @sample samples.text.Strings.associate
*/
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

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fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity),
        keySelector).\n    <n \n    }\n    * Returns a [Map] containing the values provided by [valueTransform] and indexed by
    * [keySelector] functions applied to characters of the given char sequence.\n    * If any two characters would have
    * the same key returned by [keySelector] the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateByWithValueTransform\n    */

public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform).\n    <n \n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * where key is provided by the [keySelector] function applied to each character of the given char sequence\n    * and value is the character itself.\n    * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateByTo\n    */

public inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)\n    }\n    return destination\n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * where key is provided by the [keySelector] function and\n    * value is provided by the [valueTransform] function applied to characters of the given char sequence.\n    * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateByToWithValueTransform\n    */

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * provided by [transform] function applied to each character of the given char sequence.\n    * If any two characters would have the same key, the last one overwrites the former value in the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateTo\n    */

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)\n    }\n    return destination\n    }\n    * Appends all characters to \n    * the given [destination] collection.\n    * If any two characters are equal, the last one overwrites the former value in the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWith\n    */

@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector).\n    <n \n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * where key is provided by the [valueSelector] function applied to each character of the given char sequence \n    * and values are \n    * produced by the [valueSelector] function applied to each character.\n    * If any two characters are equal, the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWithTo\n    */

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))\n    }\n    return destination\n    }\n    * Returns a [Map] where keys are characters from the given char sequence and values are \n    * produced by the [valueSelector] function applied to each character.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateTo\n    */

public fun <C : MutableCollection<Char>> CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)\n    }\n    return destination\n    }\n    * Returns a new [HashSet] of all characters.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWith\n    */

public fun CharSequence.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))).\n    <n \n    }\n    * Returns a [List] containing all characters.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateTo\n    */

public fun CharSequence.toList(): List<Char> {
    return when (length) {
        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n    }\n    * Returns a new [MutableList] filled with all characters of this char sequence.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWith\n    */

public fun CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))\n    }\n    * Returns a new [MutableList] filled with all characters of this char sequence.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateTo\n    */

public fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Char>(capacity),
        keySelector).\n    <n \n    }\n    * Returns a [Map] containing the values provided by [valueTransform] and indexed by
    * [keySelector] functions applied to characters of the given char sequence.\n    * If any two characters would have
    * the same key returned by [keySelector] the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateByWithValueTransform\n    */

public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform).\n    <n \n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * where key is provided by the [keySelector] function applied to each character of the given char sequence\n    * and value is the character itself.\n    * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateByToWithValueTransform\n    */

public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))\n    }\n    return destination\n    }\n    * Populates and returns the [destination] mutable map with key-value pairs,\n    * provided by [transform] function applied to each character of the given char sequence.\n    * If any two characters would have the same key, the last one overwrites the former value in the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateTo\n    */

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))\n    }\n    return destination\n    }\n    * Returns a [Map] where keys are characters from the given char sequence and values are \n    * produced by the [valueSelector] function applied to each character.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWith\n    */

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWith(\n        valueSelector: (Char) -> V): Map<Char, V> {\n    val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))\n    return associateWithTo(result, valueSelector).\n    <n \n    }\n    * Populates and returns the [destination] mutable map with key-value pairs for each character of the given char sequence,\n    * where key is the character itself and value is provided by the \n    * [valueSelector] function applied to that key.\n    * If any two characters are equal, the last one overwrites the former value in the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWithTo\n    */

@SinceKotlin("1.3")
public inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWith(\n        destination: M, valueSelector: (Char) -> V): M {\n    for (element in this) {
        destination.put(element, valueSelector(element))\n    }\n    return destination\n    }\n    * Appends all characters to \n    * the given [destination] collection.\n    * If any two characters are equal, the last one overwrites the former value in the map.\n    * The returned map preserves the entry iteration order of the original char sequence.\n    * @sample samples.text.Strings.associateWith\n    */
* Returns a [Set] of all characters.

  * @sample

```kotlin
samples.collections.Collections.Transformations.flatMap

public inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

* Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.flatMapIndexed

private fun String.tokenize(): List<String> {
    return tokenizeTo(ArrayList<String>(), this)
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.flatMapIndexedTo

private fun String.tokenize(): List<String> {
    return tokenizeTo(ArrayList<String>(), this)
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.flatMapTo

public inline fun <R> CharSequence.flatMap(transform: Char.() -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.groupBy

public inline fun <K, M : MutableMap<in K, ArrayList<Char>>> CharSequence.groupByTo(destination: M, keySelector: Char.() -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.groupByKeysAndValues

public inline fun <K, V, M : MutableMap<in K, ArrayList<V>>> CharSequence.groupByTo(destination: M, keySelector: Char.() -> K, valueTransform: Char.() -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }  
        list.add(valueTransform(element))
    }
    return destination
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.groupByTo

public inline fun <K, V> CharSequence.groupByTo(destination: K, keySelector: Char.() -> V, valueTransform: Char.() -> V): K {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }  
        list.add(valueTransform(element))
    }
    return destination
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.groupBy

public inline fun <K, M : MutableMap<in K, ArrayList<Char>>> CharSequence.groupByTo(destination: M, keySelector: Char.() -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }  
        list.add(element)
    }
    return destination
}
```

* Returns a list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.

  * @sample

```kotlin
samples.collections.Collections.Transformations.groupBy

public inline fun <K, M : MutableMap<in K, ArrayList<Char>>> CharSequence.groupByTo(destination: M, keySelector: Char.() -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }  
        list.add(element)
    }
    return destination
}
```
M : MutableMap<in K, MutableList<V>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each character.
 */
@SinceKotlin("1.1")
public inline fun <K, V> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * * to each character in the original char sequence.
 */
public inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * * to each character and its index in the original char sequence.
 */
public inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(length), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * * to each character and its index in the original char sequence.
 */
public inline fun <R : Any> CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each character and its index in the original char sequence
 * and appends only the non-null results to the given [destination].
 */
@sample.samples.collections.Collections.Transformations.mapNotNull<Char, R>(transform)
public inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {
    for (element in this) {
        transform(element)?.let { destination.add(it) }
    }
    return destination
}

/**
 * Applies the given [transform] function to each character of the original char sequence
 * and appends the results to the given [destination].
 */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all characters match the given [predicate].
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) {
        if (!predicate(element)) return false
    }
    return true
}
Returns `true` if char sequence has at least one character.
** Returns the largest value among all values produced by [selector] function
applied to each character in the char sequence.\n* * * \nIf any of values produced by [selector] function is \n`NaN`, the returned result is \n`NaN`. \n* * * \n* @throws NoSuchElementException if the char sequence is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Double): Double \n{\n    if(isEmpty()) throw NoSuchElementException()\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    maxVal = maxOf(maxVal, v)\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Float): Float \n{\n    if(isEmpty()) throw NoSuchElementException()\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    maxVal = maxOf(maxVal, v)\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> R): R \n{\n    if(isEmpty()) throw NoSuchElementException()\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal
\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? \n{\n    if(isEmpty()) return null\n} var maxVal = selector(this[0])\nfor (i in 1..lastIndex) \n{\n    val v = selector(this[i])\n    if(maxVal < v) {\n        maxVal = v\n    }\n}\nreturn maxVal

Returns the largest value according to the provided [comparator] `in` among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

```kotlin
maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R? )
Returns the largest character or `null` if there are no characters.
```

```kotlin
maxOfWithOrNull(): Char? {
    maxWithWithOrNull(Comparator<Char>()
```

```kotlin
maxWith(comparator: Comparator<in Char>): Char? {
    maxWithWithOrNull(comparator)
```

```kotlin
minOf(selector: (Char) -> Double): Double {
    minOf(selector) 
```

```kotlin
minOf(selector: (Char) -> Float): Float {
    minOf(selector) 
```

```kotlin
minOf(selector: (Char) -> R): R? {
    minOf(selector) 
```

```kotlin
minWithOrNull(comparator: Comparator<Char>)
```

```kotlin
minWithOrNull(): Char? {
    minWithWithOrNull()
```

```kotlin
min(): Char? {
    minOrNull() 
```

```kotlin
minByOrNull(selector: (Char) -> R): R? {
    minByOrNull(selector) 
```

```kotlin
minBy(selector: (Char) -> Double): Double {
    minBy(selector) 
```

```kotlin
minBy(selector: (Char) -> Float): Float {
    minBy(selector) 
```

```kotlin
minBy(selector: (Char) -> R): R? {
    minBy(selector) 
```

```kotlin
minByOrNull(): Char? {
```
produced by [selector] function

If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun CharSequence.minOfOrNull(selector: (Char) -> Double? \{ 'n if (isNullOrEmpty()) return null \n  var minValue = selector(this[0]) \n  for (i in 1..lastIndex) \{ 'n  val v = selector(this[i]) \n  minValue = minOf(minValue, v) \n  \} \n  \} \n*/

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun CharSequence.minOfOrNull(selector: (Char) -> Float? \{ 'n if (isNullOrEmpty()) return null \n  var minValue = selector(this[0]) \n  for (i in 1..lastIndex) \{ 'n  val v = selector(this[i]) \n  minValue = minOf(minValue, v) \n  \} \n  \} \n*/

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R : Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R? \{ 'n if (isNullOrEmpty()) return null \n  var minValue = selector(this[0]) \n  for (i in 1..lastIndex) \{ 'n  val v = selector(this[i]) \n  if (minValue > v) \{ 'n    minValue = v \n  \} \n  \} \n  \} \n*/

Returns the smallest value among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R \{ 'n if (comparator.compare(this[0], selector(this[0])) > 0) \{ 'n  var minValue = selector(this[0]) \n  for (i in 1..lastIndex) \{ 'n    val v = selector(this[i]) \n    if (comparator.compare(minValue, v) > 0) \{ 'n      minValue = v \n    \} \n  \} \n  \} \n*/

Returns the first character having the smallest value according to the provided [comparator] function applied to each character in the char sequence if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R?): R? \{ 'n if (comparator.compare(this[0], selector(this[0])) > 0) \{ 'n  var minValue = selector(this[0]) \n  for (i in 1..lastIndex) \{ 'n    val v = selector(this[i]) \n    if (comparator.compare(minValue, v) > 0) \{ 'n      minValue = v \n    \} \n  \} \n  return minValue \n\} \n*/

Returns the smallest value according to the provided [comparator] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun CharSequence.minOrNull(): Char? \{ 'n if (isNullOrEmpty()) return null \n  var min = this[0] \n  for (i in 1..lastIndex) \{ 'n    val e = this[i] \n    if (min > e) min = e \n  \} \n  \} \n*/

Returns the first character having the smallest value among all characters produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun <R> CharSequence.minWithOrNull(comparator: Comparator<in R>): Char? \{ 'n if (comparator.compare(this[0], selector(this[0])) > 0) \{ 'n  var min = this[0] \n  for (i in 1..lastIndex) \{ 'n    val e = this[i] \n    if (min > e) min = e \n  \} \n  return min \n\} \n*/

Returns the first character having the smallest value among all characters produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@kotlin.internal.InlineOnly\@public inline fun CharSequence.none(): Boolean \{ 'n return isEmpty() \n\} \n*/

Returns `false` if there are no characters.
false
    return true
}

/**
 * Performs the given \[action\] on each character and returns the char sequence itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) }
}

/**
 * Performs the given \[action\] on each character and returns the char sequence itself afterwards.
 * @param \[action\] function that takes the index of a character and the character itself
 * and performs the action on the character.
 */
@SinceKotlin("1.4")
public inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {
    return apply { forEachIndexed(action) }
}

/**
 * Performs the given \[action\] on each character, providing sequential index with the character,
 * and returns the char sequence itself afterwards.
 * @param \[action\] function that takes the index of a character, current accumulator value and the character itself,
 * and calculates the next accumulator value.
 */
@SinceKotlin("1.1")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S : CharSequence> S.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Performs the given \[action\] on each character and returns \[value\] afterwards.
 * @param \[value\] value to accumulate
 * @param \[operation\] function that takes a character and current accumulator value and returns the next accumulator value
 * @param \[action\] function that takes a character and current accumulator value and returns the next accumulator value.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S : CharSequence> S.reduceRightOrNull(operation: (Char, Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index-1)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
/**
 * Accumulates value starting with the last character and applying [operation] from right
 * to left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n * please use [reduceRightIndexedOrOrNull] instead. It returns `null` when its receiver is empty.\n * * @param [operation] function that takes the index of a character, the character itself and current accumulator value,\n * * and calculates the next accumulator value.\n * * @sample samples.collections.Collections.Aggregates.reduceRight\n */
public inline fun CharSequence.reduceRight(operation: (index: Int, Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with the last character and applying [operation] from right to left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * * @param [operation] function that takes the index of a character, the character itself and current accumulator value,\n * * and calculates the next accumulator value.\n * * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.4")
public inline fun CharSequence.reduceRightIndexed(operation: (Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character and current accumulator value that starts with [initial] value.\n * \n * * Returns `null` if the char sequence is empty.\n * * @param [operation] function that takes a character and current accumulator value,\n * * and calculates the next accumulator value.\n * * @sample samples.collections.Collections.Aggregates.runningFold\n */
@SinceKotlin("1.4")
public inline fun <R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * * Note that `acc` value passed to [operation] function should not be mutated;\n * * otherwise it would affect the previous value in resulting list.\n * * @param [operation] function that takes current accumulator value and a character,\n * * and calculates the next accumulator value.\n * * @sample samples.collections.Collections.Aggregates.runningFoldIndexed\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> CharSequence.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
samples.collections.Collections.Aggregates.runningReduce

```kotlin
public inline fun List<Char侯erence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.\n * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun List<Char侯erence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
        for (index in 1 until length) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }
    return result
}
```

```kotlin
/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@kotlin.jvm.JvmName("sumOfDouble")
@kotlin.internal.InlineOnly
public inline fun List<Char侯erence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    return runningFold(initial, operation)
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOf")
@kotlin.internal.InlineOnly
public inline fun CharSequence.sumOf(selector: (Char) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in this char sequence.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.jvm.JvmName("sumOfInt")
@kotlin.internal.InlineOnly
public inline fun CharSequenc
windowedSequence(size, size, partialWindows = true, transform = transform)\n|\n|\n|\n*Splits the original char sequence into pair of char sequences,\n* where *first* char sequence contains characters for which [predicate] yielded \`true`, \n* while *second* char sequence contains characters for which [predicate] yielded \`false`. \n* @sample samples.text.Strings.partition\n
/**
 * Splits the original char
 * sequence into pair of char sequences,
 * where *first* char sequence contains characters for which [predicate] yielded \`true`, \n * while *second* char sequence contains characters for which [predicate] yielded \`false`. \n * @sample samples.text.Strings.partition\n */
public inline fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}

/**
 * Splits the original string into pair
 * of strings, \n * where *first* string contains characters for which [predicate] yielded \`true`, \n * while *second* string contains characters for which [predicate] yielded \`false`. \n * @sample samples.text.Strings.partition\n */
    return window(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a list of results of applying the given 
 * [transform] function to each char sequence representing a view over the 
 * window of the given [size] sliding along this char sequence with the given [step], 
 * where each char sequence is ephemeral and is valid only inside that function. \n * You should not store it or allow it to escape in some way, unless you made a snapshot of it. \n * Several last char sequences may have less characters than the given [size]. \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. \n * @param size the number of elements to take in each window \n * @param step the number of elements to move the window forward by on each step, by default 1 \n * @param partialWindows controls whether or not to keep partial windows in the end if any, by default \`false` which means partial windows won't be preserved \n * @param samples.collections.Sequences.Transformations.takeWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step
    + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index < thisSize) {
        val end = index + size
        val coercedEnd = if (coercedEnd > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], 
 * where each string is a string. \n * Several last strings may have less characters than the given [size]. \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence. \n * @param size the number of elements to take in each window \n * @param step the number of elements to move the window forward by on each step, by default 1 \n * @param partialWindows controls whether or not to keep partial windows in the end if any, by default \`false` which means partial windows won't be preserved \n * @param samples.collections.Sequences.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.averaged(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<R> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
the [transform] function is ephemeral and is valid only inside that function.
* You should not store it or allow it to escape in some way, unless you made a snapshot of it.
* Several last char sequences may have less characters than the given [size].
* Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
* @param size the number of elements to take in each window
* @param step the number of elements to move the window forward by on each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if any.
* by default 'false' which means partial windows won't be preserved
* * @sample samples.collections.Sequences.Transformations.averageWindows

*\@SinceKotlin("1.2\")\n
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1,
    partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {\n    checkWindowSizeStep(size, step)
    val windows = (if (partialWindows) indices else 0 until length - size + 1) step
        return windows.asSequence().map { index ->
            val end = index + size
            val coercedEnd = if (end < 0 || end > length) length else end
        transform(subSequence(index, coercedEnd))\
        }\n        return list\n    * Returns a list of pairs built from the characters of this` and the [other] char sequences with the same index\n    * The returned list has length of the shortest char sequence.
    * * @sample samples.text.Strings.zip\n
    @SinceKotlin("1.2")\n
    public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
        return zip(other) { c1, c2 -> c1 to c2 \n    }\n    * Returns a list of values built from the characters of this` and the [other] char sequences with the same index\n    * using the provided [transform] function applied to each pair of characters.
    * * The returned list has length of the shortest char sequence.
    * * @sample samples.text.Strings.zipWithTransform\n
    @SinceKotlin("1.2")\n
    public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
        return zipWithNext { a, b -> a to b \n    }\n    * Returns a list containing the results of applying the given [transform] function\n    * to each pair of two adjacent characters in this char sequence.
    * * @sample samples.collections.Collections.Transformations.zipWithNext\n
    @SinceKotlin("1.2")\n
    public fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
        if (size < 1) return emptyList()
        val result = ArrayList<R>(size)
        for (index in 0 until size) {
            result.add(transform(this[index], this[index + 1]))
        }\n        return result\n    }\n    * Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.
    * * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("StringsKt")

    package kotlin.text

    import kotlin.contracts.contract

    public inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
        var startIndex = 0
        var endIndex = length - 1
        var startFound = false

        while (startIndex <= endIndex) {
            val index = if (!startFound) startIndex else endIndex
            val match = predicate(this[index])

            if (!startFound) {
                if (!match) startFound = true
                else startIndex += 1
            } else {
                if (!match) break
            } else if (match) endIndex -= 1
        }\n        return subSequence(startIndex, endIndex + 1)\n    }\n    * Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.
    * * @sample samples.collections.Collections.Transformations.trim

    public fun String.trim(predicate: (Char) -> Boolean): String = (this as CharSequence).trim(predicate).toString()
Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed. */
\npublic inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)

    return ""
}

/**
 * Returns a string having leading characters matching the [predicate] removed.
 */
public inline fun String.trimStart(predicate: (Char) -> Boolean): String =
    (this as CharSequence).trimStart(predicate).toString()

/**
 * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.
 */
public inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)

    return ""
}

/**
 * Returns a string having trailing characters from the [chars] array removed.
 */
public fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }

/**
 * Returns a string having trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()

/**
 * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.
 */
public fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)

/**
 * Returns a string having leading and trailing whitespace removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.trim(): String = (this as CharSequence).trim().toString()

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padStart(length, padChar).toString()

/**
 * Pads the string to the specified [length] at the end.
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()
[length] specified. Space is used by default.

* @return Returns a char sequence of length at least [length] consisting of ‘this’ char sequence appended with [padChar] as many times as are necessary to reach that length.

* @sample samples.text.Strings.padEnd
*/
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return
}

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad the string with, if it has length less than the [length] specified. Space is used by default.
 * @return Returns a string of length at least [length] consisting of ‘this’ string appended with [padChar] as many times as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String =
    (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is `null` or empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `false` if this char sequence is empty (contains no characters).
 * @param length the desired string length.
 * @param padChar the character to pad the string with, if it has length less than the [length] specified. Space is used by default.
 * @return Returns ‘true’ if this char sequence is not empty.
 * @sample samples.text.Strings.stringIsNotBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters, or the result of calling [defaultValue] function otherwise.
 * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns the range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 * @sample samples.text.Strings.stringHasSurrogatePair
 */
public fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {
    return index in 0..length - 2
            && this[index].isHighSurrogate()
            && this[index + 1].isLowSurrogate()
}

/**
 * Returns a substring specified by the given [range] of indices.
 * @sample samples.text.Strings.stringSubsequence
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)
CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence.
 * This extension is only for invocation with
 * \* Replace parameter names with the same as those of [CharSequence.subSequence].
 * \n * @param start the start index (inclusive).
 * \n * @param end the end index (exclusive).
 * \n * If not specified, the length of the char sequence is used.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))
public inline fun CharSequence.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)

/**
 * Returns a substring of chars from a range of this char sequence starting at the
 * [startIndex] and ending right before the [endIndex].
 * \n * @param startIndex the start index (inclusive).
 * \n * @param endIndex the end index (exclusive).
 * \n * If not specified, the length of the char sequence is used.
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()

/**
 * Returns a substring of chars at indices from the
 * specified [range] of this char sequence.
 */
@kotlin.internal.InlineOnly
public fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()

/**
 * Returns a substring before the first occurrence of [delimiter].
 * \n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("substringBefore(startIndex = start, endIndex = end)"))
public fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring before the first occurrence of [delimiter].
 * \n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("substringBeforeLast(delimiter = delimiter)"))
public fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)
}

/**
 * Returns a substring after the first occurrence of [delimiter].
 * \n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("substringAfter(delimiter = delimiter)"))
public fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)
}

/**
 * Returns a substring after the last occurrence of [delimiter].
 * \n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("substringAfterLast(delimiter = delimiter)"))
public fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part
 * at the given range
 * is replaced with the [replacement] char sequence.
 */
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("replaceRange(startIndex = startIndex, endIndex = endIndex)"))
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (startIndex < endIndex) throw IndexOutOfBoundsException("End index (SendIndex) is less than start index (StartIndex).")
    val sb =
Removes from a string both the given [prefix] and [suffix] if and only if the string starts with the [prefix] and ends with the [suffix]. Otherwise returns this string unchanged.

/*public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String
   * It starts with [prefix] and ends with [suffix] returns the [prefix] string from both the start and end of the string.
   * Otherwise returns a new string sequence having this [delimiter] removed both from the start and end.
   * Otherwise returns this string unchanged.
   */
public fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    }
    return this
}

/*public fun String.removeSurrounding(delimiter: Char): CharSequence = removeSurrounding(delimiter, delimiter)
   * Remove part of string before the first occurrence of given delimiter with the [replacement] string.
   */
public fun String.removeSurrounding(delimiter: Char): CharSequence = removeSurrounding(delimiter, delimiter)

/*public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)
   * Remove part of string before the first occurrence of given delimiter with the [replacement] string.
   */
public fun String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

/*public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string before the first occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/*public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string before the first occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/*public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string after the first occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/*public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string after the first occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/*public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string after the last occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)
}

/*public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string after the last occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)
}

/*public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string before the last occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}

/*public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String
   * Replace part of string before the last occurrence of given delimiter with [replacement] string.
   */
public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)
}
replacing each substring of this char sequence that matches the given regular expression
* with the given
[replacement].

* The [replacement] can consist of any combination of literal text and S-substitutions. To treat
the replacement string *literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.

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```kotlin
/**
 * Finds the last occurrence of any of the specified \[strings\] in this char sequence, \n * starting from the specified \[startIndex\] and optionally ignoring the case. \n * \n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`. \n * @return An index of the last occurrence of matched character from \[chars\] or -1 if none of \[chars\] are found. \n */
public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    \n    if (this is String) {
        val charAtIndex = get(index)
        if (chars.any { it.equals(charAtIndex, ignoreCase) })
            return index
    }

    \n    return nativeIndexOf(char, startIndex)\n}

/**
 * Finds the index of the last occurrence of any of the specified \[chars\] in this char sequence, \n * starting from the specified \[startIndex\] and optionally ignoring the case. \n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`. \n * @return An index of the last occurrence of matched character from \[chars\] or -1 if none of \[chars\] are found. \n */
public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        val char = chars.single() \n        return nativeLastIndexOf(char, startIndex)\n    }

    \n    return -1\n}

private fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean = false): Int {
    \n    return subSequence(thisLength - i, thisLength).toString()
}

// indexOfAny()

/**
 * Finds the index of the
```
avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */

public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = true)\n
/**
 * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */

public fun charSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last = false)\n
/**
 * Returns the index within this string of the first occurrence of the specified character, starting from the specified\n * [startIndex],\n * ignoring the case.\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */

@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun 

CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)
indexOf(other, ignoreCase = ignoreCase) >= 0
else
indexOf(0, length, ignoreCase) >= 0

@indexOf(0, length, ignoreCase) * Returns `true` if this char sequence contains the specified character `char`. *

@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(regex: Regex): Boolean =
regex.containsMatchIn(this)

@kotlin.internal.InlineOnly
public inline operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =
indexOf(char, ignoreCase = ignoreCase) >= 0

@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
if (other is String)
indexOf(other, ignoreCase = ignoreCase) >= 0
else
indexOf(0, length, ignoreCase) >= 0

char sequence to a sequence of strings around occurrences of the specified [delimiters].

One or more strings to be used as delimiters.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters] that matches this string at that position.

@see CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0:)

RangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) } *'

Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

One or more strings to be used as delimiters.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

@see CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0:)

RangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) } *'

Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].

One or more strings to be used as delimiters.

To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.
public fun CharSequence.lines(): List<String> = lineSequence().toList()

package kotlin.text

import kotlin.js.RegExp

/**
 * Converts characters from the specified array to a string.
 */
@SinceKotlin("1.2")
@Deprecated("Use CharArray.concatToString() instead\", ReplaceWith("chars.concatToString()"))
public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts characters from a portion of the specified array to a string.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 sequence.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray(concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 *
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 sequence.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@Throws("throwOnInvalidSequence")
public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) { get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
 *
 * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Throws("throwOnInvalidSequence")
public actual fun String.decodeToString(): String {
    return decodeUtf8(this, 0, this.size, false)
}
package com.cisco.dna.cloud

import java.util.Arrays
import java.util.Comparator
import java.util.List
import java.util.concurrent.atomic.AtomicInteger
import java.util.stream.Collectors

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
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        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

@SinceKotlin("1.2")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
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        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

@SinceKotlin("1.2")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

@SinceKotlin("1.2")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

@SinceKotlin("1.2")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
STRING_CASE_INSENSITIVE_ORDER

/*
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 * Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): UInt = storage[index].toUInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: UInt) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt && storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * function. The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<Int> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     */
    public operator fun get(index: Int): Int = storage[index].toInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     */
    public operator fun set(index: Int, value: Int) {
        storage[index] = value.toInt()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): IntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : IntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextInt() = if (index < array.size)
            array[index++].toInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: Int): Boolean {
        return storage.contains(element)
    }

    override fun containsAll(elements: Collection<Int>): Boolean {
        return (elements as Collection<*>).all { it is Int && storage.contains(it) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun intArrayOf(vararg elements: Int): IntArray = elements
override fun hasNext() = index < array.size
override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())

override fun contains(element: UInt): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if (element is Any?) is UInt return false
    return storage.contains(element.toUInt())
}

override fun <UInt>: Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if (element as Any?) is UInt return false
    return storage.contains(element.toUInt())
}

override fun isEmpty(): Boolean = this.storage.size == 0

/**
 * Creates a new array of the specified [size], with all elements initialized to zero.
 * @param size The size of the new array.
 * @return A new array with all elements initialized to zero.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int) = ULongArray(LongArray(size))

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/**
 * Creates an iterator over the elements of the array.
 * @return An iterator over the elements of the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.size: Int

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * @param index The index of the element.
     * @return The element at the given index.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * @param index The index of the element.
     * @param value The value to set.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size) array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) is ULong return false
        return storage.contains(element.toUInt())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toUInt())
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {
    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(LongArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * @param index The index of the element.
     * @return The element at the given index.
     */
    public operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * @param index The index of the element.
     * @param value The value to set.
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size) array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) is ULong return false
        return storage.contains(element.toUInt())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong && storage.contains(it.toUInt())
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init] function.
 * Each element is initialized sequentially starting from the first one.
 * @param size The size of the array.
 * @param init The function to be called for each element.
 * @return A new array with elements calculated by the specified [init] function.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index -> init(index).toULong() })
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShortArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {
    /**
     * Creates a new array of the specified [size], with all elements initialized to zero.
     * @param size the size
     * @return a new UShortArray
     */
    public constructor(size: Int) : this(ShortArray(size)) {

    }

    /**
     * Returns the number of elements in the array.
     * @return the number of elements
     */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): UShortIterator = Iterator(storage)

    private class Iterator(private val array: ShortArray) : UShortIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UShort): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        // if ((element as Any?) !is UShort)
        // return false
        return storage.contains(element.toShort())
    }

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UArraysKt")
@file:kotlin.jvm.JvmPackageName("kotlin.collections.unsigned")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed
import kotlin.ranges

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 * 
 * @file: kotlin.jvm.JvmMultifileClass
 * @file: kotlin.jvm.JvmName("UArraysKt")
 * @file: file: kotlin.jvmJvmPackagerName("kotlin.collections.unsigned")
 * @unpack: kotlin.collections
 * @unpack: kotlin.collections
 * ...
 */
behavior is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the array.
 * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
```

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```kotlin
/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws a
[IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns an element at the given [index] or
throws an [IndexOutOfBoundsException] if the [index]
is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index]
is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the
[index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the
[index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.elementAt(index: Int): UShort

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the
[index] is out of bounds of this array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte
```

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UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Elements.elementAtOrNull
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UIntArray.elementAtOrNull(index: Int): UInt? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Elements.elementAtOrNull
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun ULongArray.elementAtOrNull(index: Int): ULong? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Elements.elementAtOrNull
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UByteArray.elementAtOrNull(index: Int): UByte? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @sample samples.collections.Elements.elementAtOrNull
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UShortArray.elementAtOrNull(index: Int): UShort? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.find
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.find
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.find
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.find
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.findLast
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.findLast
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.findLast
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {
    return lastOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @sample samples.collections.Elements.findLast
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun
 */

public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}
fun findLast(predicate: (UShort) -> Boolean): UShort? {
    return lastOrNull(predicate)
}

fun return storage.first().toUInt()?

fun ULongArray.first(): ULong {
    return storage.first().toULong()
}

fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}

fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}

fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
}

fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
}

fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
}

fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
}
(predicate(element)) return element
    return null
}

/**
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? { for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? { for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UIntArray.indexOf(element: UInt): Int { return storage.indexOfOr(element.toInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * ULongArray.indexOf(element: ULong): Int { return storage.indexOfOr(element.toLong())
}

/**
 * Returns first index of [element], or `null` if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UByteArray.indexOfOr(index: Int): Int { return storage.indexOfOr(index)
}

/**
 * Returns first index of [element], or `null` if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UShortArray.indexOfOr(index: Int): Int { return storage.indexOfOr(index)
}

/**
 * Returns first index of [element], or `null` if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UByteArray.indexOfOr(index: Int): Int { return storage.indexOfOr(index)
}

/**
 * Returns first index of [element], or `null` if the [index] is out of bounds of this array.
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * @public inline fun
 * UShortArray.indexOfOr(index: Int): Int { return storage.indexOfOr(index)
}
UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByteArray())
} * Returns first index of [element], or -1 if the array does not contain element

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
} * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) } * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toULong()) } * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUByte()) } * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst { predicate(it.toUShort()) } * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUInt()) } * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUByte()) } * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast { predicate(it.toUShort()) } * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UIntArray.last(): UInt {
    return storage.last().toUInt()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.last(): UByte {
    return storage.last().toUByte()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.last(): UShort {
    return storage.last().toUShort()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
ULongArray.last(): ULong {
    return storage.last().toULong()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    return storage.last(predicate).toUInt()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    return storage.last(predicate).toUByte()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    return storage.last(predicate).toUShort()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    return storage.last(predicate).toUInt()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    return storage.last(predicate).toUByte()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    return storage.last(predicate).toUShort()
} * Throws [NoSuchElementException] if the array is empty.

*An@SinceKotlin("1.3")n@ExperimentalUnsignedTypesn@kotlin.internal.InlineOnly\public inline fun
UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    return storage.last(predicate).toUInt()
} * For index in this.indices.reversed() val element =
this[index]
if (predicate(element)) return element

throw NoSuchElementException("Array contains no element matching the predicate.")

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws NoSuchElementException if no such element is found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or null if no such element was found.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or null if the array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element, or null if the array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element, or null if the array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element, or null if the array is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns last index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
}
UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}
public fun UIntArray.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return
    get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun ULongArray.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return
    get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UByteArray.randomOrNull(random: Random): UByte? {
    if (isEmpty())
        return null
    return
    get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
public fun UShortArray.randomOrNull(random: Random): UShort? {
    if (isEmpty())
        return null
    return
    get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except first \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.drop\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return takeLast((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except last \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.drop\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except last \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.dropLast\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except last \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.dropLast\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except last \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.dropLast\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }\n    return take((size - n).coerceAtLeast(0))\n} *\n* Returns a list containing all elements except last \[n\] elements.\n* @throws IllegalArgumentException if \[n\] is negative.\n* @sample samples.collections.Transformations.dropLast\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
} *\n* Returns a list containing all elements except last elements that satisfy the given \[predicate\].\n* @sample samples.collections.Transformations.dropLastWhile\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
} *\n* Returns a list containing all elements except last elements that satisfy the given \[predicate\].\n* @sample samples.collections.Transformations.dropLastWhile\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
} *\n* Returns a list containing all elements except last elements that satisfy the given \[predicate\].\n* @sample samples.collections.Transformations.dropLastWhile\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
} *\n* Returns a list containing all elements except last elements that satisfy the given \[predicate\].\n* @sample samples.collections.Transformations.dropLastWhile
@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}
```

@sample samples.collections.Collections.Transformations.drop

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}
```
ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the
given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the
given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexed
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate]
to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexedTo(destination: MutableList<UInt>, predicate: (index: Int, UInt) -> Boolean): MutableList<UInt> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate]
to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexedTo(destination: MutableList<ULong>, predicate: (index: Int, ULong) -> Boolean): MutableList<ULong> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate]
to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexedTo(destination: MutableList<UByte>, predicate: (index: Int, UByte) -> Boolean): MutableList<UByte> {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate]
to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample samples.collections.Collections.Filtering.filterIndexedTo
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing all elements not
 * matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 *
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}
predicate)
*
* Returns a list containing all elements not matching the given [predicate].
*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
* \n return filterNotTo(ArrayList<UByte>(), predicate)
*
* Returns a list containing all elements not matching the given [predicate].
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
* \n return filterNotTo(ArrayList<UShort>(), predicate)
*
* Returns a list containing all elements not matching the given [predicate].
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*UIntArray.filterNotTo(destination: MutableList<in UInt>, predicate: (UInt) -> Boolean): MutableList<in UInt> {
* \n for (element in this) if (!predicate(element)) destination.add(element)
* return destination
*
* Returns a list containing all elements not matching the given [predicate].
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*ULongArray.filterNotTo(destination: MutableList<in ULong>, predicate: (ULong) -> Boolean): MutableList<in ULong> {
* \n for (element in this) if (!predicate(element)) destination.add(element)
* return destination
*
* Returns a list containing all elements not matching the given [predicate].
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*UByteArray.filterNotTo(destination: MutableList<in UByte>, predicate: (UByte) -> Boolean): MutableList<in UByte> {
* \n for (element in this) if (!predicate(element)) destination.add(element)
* return destination
*
* Returns a list containing all elements not matching the given [predicate].
*
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun 
*UShortArray.filterNotTo(destination: MutableList<in UShort>, predicate: (UShort) -> Boolean): MutableList<in UShort> {
* \n for (element in this) if (!predicate(element)) destination.add(element)
* return destination
*
* Returns a list
containing elements at indices in the specified [indices] range.

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UIntArray.slice(indices: IntRange):
List<UInt> {\n    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun ULongArray.slice(indices: IntRange):
List<ULong> {\n    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UByteArray.slice(indices: IntRange):
List<UByte> {\n    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.slice(indices: IntRange):
List<UShort> {\n    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UIntArray.slice(indices: Iterable<Int>):
List<UInt> {\n    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {\n        list.add(get(index))
    }
    return list\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun ULongArray.slice(indices: Iterable<Int>):
List<ULong> {\n    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {\n        list.add(get(index))
    }
    return list\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UByteArray.slice(indices: Iterable<Int>):
List<UByte> {\n    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {\n        list.add(get(index))
    }
    return list\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.slice(indices: Iterable<Int>):
List<UShort> {\n    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {\n        list.add(get(index))
    }
    return list\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))\n}

*\@SinceKotlin("1.3")\n*\@ExperimentalUnsignedTypes\n*\@public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))\n}
UByteArray(storage.sliceArray(indices))\n
*\n\n* Returns an array containing elements at indices in the specified [indices] range.\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UShortArray.sliceArray(indices: IntRange): UShortArray {\n\nreturn UShortArray(storage.sliceArray(indices))\n\n*\n\nReturns a list containing first [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UIntArray.take(n: Int): List<UInt> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (item in this) {\nlist.add(item)\nbreak\n}\nreturn list\n\n* Returns a list containing first [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc ULongArray.take(n: Int): List<ULong> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (item in this) {\nlist.add(item)\nbreak\n}\nreturn list\n\n* Returns a list containing first [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UByteArray.take(n: Int): List<UByte> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (item in this) {\nlist.add(item)\nbreak\n}\nreturn list\n\n* Returns a list containing first [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UShortArray.take(n: Int): List<UShort> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (item in this) {\nlist.add(item)\nbreak\n}\nreturn list\n\n* Returns a list containing first [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UIntArray.takeLast(n: Int): List<UInt> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (index in size - n until size) {\nlist.add(this[index])\n}\nreturn list\n\n* Returns a list containing last [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc ULongArray.takeLast(n: Int): List<ULong> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (index in size - n until size) {\nlist.add(this[index])\n}\nreturn list\n\n* Returns a list containing last [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UByteArray.takeLast(n: Int): List<UByte> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (index in size - n until size) {\nlist.add(this[index])\n}\nreturn list\n\n* Returns a list containing last [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
*\n\n\n*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n\nfunc UShortArray.takeLast(n: Int): List<UShort> {\n\nrequire(n >= 0) { \"Requested element count $n is less than zero.\" }\nif (n == 0) return emptyList()\nif (n >= size) return toList()\nif (n == 1) return listOf(this[0])\nvar count = 0\nval list = ArrayListUInt>(n)\n\nfor (index in size - n until size) {\nlist.add(this[index])\n}\nreturn list\n\n* Returns a list containing last [n] elements.\n\n\n@throws IllegalArgumentException if [n] is negative.\n\n\n@sample samples.Collections.Transformations.take\n
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    val list = ArrayList<UShort>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.reverse(): Unit {
    storage.reverse()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.reverse(): Unit {
    storage.reverse()
}
ULongArray.reverse(): Unit {\n    storage.reverse()\n} Reverses elements in the array in-place.

*\n*\n
*\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reverse(): Unit {\n    storage.reverse()\n} Reverses elements in the array in-place.

*\n*\n
*\n@SinceKotlin("1.3.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reverse(): Unit {\n    storage.reverse()\n} Reverses elements of the array in the specified range in-place.\n
*\n*\n* \n* @param fromIndex the start of the range (inclusive) to reverse.\n* * \n* @param toIndex the end of the range (exclusive) to reverse.\n
*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n} Reverses elements of the array in the specified range in-place.\n
*\n*\n* \n* @param fromIndex the start of the range (inclusive) to reverse.\n* * \n* @param toIndex the end of the range (exclusive) to reverse.\n
*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n} Reverses elements of the array in the specified range in-place.\n
*\n*\n* \n* @param fromIndex the start of the range (inclusive) to reverse.\n* * \n* @param toIndex the end of the range (exclusive) to reverse.\n
*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n} Reverses elements of the array in the specified range in-place.\n
*\n*\n* \n* @param fromIndex the start of the range (inclusive) to reverse.\n* * \n* @param toIndex the end of the range (exclusive) to reverse.\n
*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n    storage.reverse(fromIndex, toIndex)\n} Reverses elements of the array in the specified range in-place.\n
*\n*\n* \n* @param fromIndex the start of the range (inclusive) to reverse.\n* * \n* @param toIndex the end of the range (exclusive) to reverse.\n
*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.reversed(): List<UInt> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()\n    return list\n} Returns a list with elements in reversed order.

*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()\n    return list\n} Returns a list with elements in reversed order.

*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()\n    return list\n} Returns a list with elements in reversed order.

*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList()
    list.reverse()\n    return list\n} Returns a list with elements in reversed order.

*\n*\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())\n} Returns an array with elements of this array in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())\n} Returns an array with elements of this array in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())\n} Returns an array with elements of this array in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())\n} Returns an array with elements of this array in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.reversedArray(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversedArray(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversedArray(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.reversedArray(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.reversedArray(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.

*\n*\n
*\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UShortArray.reversedArray(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.reversedArray(fromIndex, toIndex))\n} Returns an array with elements of this array in the specified range in reversed order.
Randomly shuffles elements in this array in-place.

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
    shuffle(Random)
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
    shuffle(Random)
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
    shuffle(Random)
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
    shuffle(Random)
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

```
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.apply { sort() } as List<UInt> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.apply { sort() } as List<ULong> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.apply { sort() } as List<UByte> {
    return copyOf().apply { sort() }.asList()
}
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.apply { sort() } as List<UShort> {
    return copyOf().apply { sort() }.asList()
}
```
Sort order:

```java
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted():
    List<UShort>
        ${returnCopyOf().apply { sort() }}.asList()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArray(): UIntArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sort() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sortDescending() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sort() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sort() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sortDescending() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sortDescending() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArrayDescending(): UByteArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sortDescending() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArrayDescending(): UShortArray
    if (isEmpty()) return this
        ${returnCopyOf().apply { sortDescending() }}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asIntArray(): IntArray
    return storage

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.asIntArray(): IntArray
    return storage

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.asByteArray(): ByteArray
    return storage

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.asByteArray(): ByteArray
    return storage

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.asList(): List<UInt>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.asList(): List<ULong>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.asList(): List<UByte>
    return copyOf().apply { sort() } reversed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.asList(): List<UShort>
    return copyOf().apply { sort() } reversed
```

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List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is
 * a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asUIntArray(): UIntArray {
    return storage
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.asULongArray(): ULongArray {
    return storage
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return this.contentEquals(other)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = "1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return this.contentEquals(other)
}
*structurally* equal to one another; i.e. contain the same number of the same elements in the same order.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another; i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another; i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another; i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
    return this?.storage.contentEquals(other?.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ ExperimentalUnsignedTypes
public fun UByteArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return this.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return this.contentToString()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@Deprecated("Use Kotlin compiler 1.4 to avoid deprecation warning.")
@SinceKotlin("1.3")
@DeprecatedSinceKotlin(hiddenSince = ";1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return this.contentToString()
}
ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
ULongArray
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
return destination
*/

* Copies this array or its subrange into the [destination] array and returns that array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
destination range.
*/

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 * destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UByteArray
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
return destination
*/

* Returns new array which is a copy of the original array.
* @sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
} **

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.copyOf(newSize: Int): ULongArray
    storage.copyOf(newSize)
return newSize
*/

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(newSize: Int): UByteArray
    storage.copyOf(newSize)
return newSize
*/

* Returns new array which is a copy of the original array, resized to the given [newSize].
* The copy is either truncated or padded at the end with zero values if necessary.
* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.copyOf(): UShortArray
    storage.copyOf()
return
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.copyOf(): UByteArray
    storage.copyOf()
return
*/
array, the extra elements in the copy array are filled with zero values.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.copyOf(newSize: Int): ULongArray { return ULongArray(storage.copyOf(newSize))}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.copyOf(newSize: Int): UByteArray { return UByteArray(storage.copyOf(newSize))}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.copyOf(newSize: Int): UShortArray { return UShortArray(storage.copyOf(newSize))}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

Fills this array or its subrange with the specified [element] value.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes

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Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
} /*@SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
} /*@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.*/

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndexOf: Int
    get() = storage.lastIndexOf

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return UShortArray(storage + element.toShort())
}
of the given [elements] collection.

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {
    if (size > 1) sortArray(this, 0, size)
}
```

```kotlin
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of the array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}
```

```kotlin
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this, fromIndex, toIndex)
}
```
(inclusive) to sort, 0 by default.
@param toIndex the end of the range (exclusive) to sort, size of this array by
default.
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

*@sample samples.collections.Arrays.Sorting.sortRangeOfArray

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit
\{ 
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this,
    fromIndex, toIndex)
\}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit
\{ 
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this,
    fromIndex, toIndex)
\}

/**
 * Sorts a range in the array in-place.
 * 
 * @param fromIndex the start of the range (inclusive) to sort, 0 by default.
 * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 * 
 * @sample samples.collections.Arrays.Sorting.sortRangeOfArray
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sort(fromIndex: Int = 0,
toIndex: Int = size): Unit
\{ 
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    sortArray(this,
    fromIndex, toIndex)
\}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(fromIndex: Int,
toIndex: Int): Unit
\{ 
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
\}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.sortDescending(fromIndex:
Int, toIndex: Int): Unit
\{ 
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
\}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(fromIndex:
Int, toIndex: Int): Unit
\{ 
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
\}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * 
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(fromIndex:
Int, toIndex: Int): Unit
\{ 
    sort(fromIndex, toIndex)
    reverse(fromIndex, toIndex)
\}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
} * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
} * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
} * Returns a *typed* object array containing all of the elements of this primitive array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UIntArray.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
} * Returns a *typed* object array containing all of the elements of this generic array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UIntArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UIntArray.toByteArray(): ByteArray {
    return storage.copyOf()
} * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UByteArray.toByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
} * Returns a *typed* object array containing all of the elements of this generic array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
} * Returns a *typed* object array containing all of the elements of this generic array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UByteArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UByteArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UByteArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
} * Returns a *typed* object array containing all of the elements of this primitive array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UShortArray.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
} * Returns a *typed* object array containing all of the elements of this generic array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[index] }
} * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.

@SinceKotlin("1.3") @ExperimentalUnsignedTypes @public inline fun
ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf())
} /* Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. */

/**
 * Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
    UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {
    return associateWithTo(result, valueSelector)/*Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. */
} /* If any two elements are equal, the last one gets added to the map. */

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,
 * where key is the element itself and value is provided by the [valueSelector] function applied to that key. */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V, M :
    MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination /*If any two elements are equal, the last one overwrites the former value in the map. */
} /* If any two elements are equal, the last one overwrites the former value in the map. */

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MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of
 * the given array. If any two elements are equal, the last one overwrites the former value in the map.
 * 
 * @sample samples.collections.Collections.Transformations.associateWithTo
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being
 * invoked on each element of original array.
 * 
 * @sample samples.collections.Collections.Transformations.flatMap
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {
    return flatMapIndexedTo(ArrayList<R>(), transform)
}
results of [transform] function being invoked on each element in the original array.

@sample samples.collections.Collections.Transformations.flatMapIndexed

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@public inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R>
{
    return flatMapIndexedTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element in the original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@public inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {
    var index = 0
    for (element in this) {
        val list = transform(index++, element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, C : UByteArray> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
destination

/*@SinceKotlin("1.3")*/@ExperimentalUnsignedTypes

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy
 */

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function in the [groupByKeysAndValues] function
 * * applied to each element and returns a map where each group key is associated with a list of
 * corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
 * original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */

the given [keySelector] function applied to the element
and returns a map where each group key is associated
with a list of corresponding values.
The returned map preserves the entry iteration order of the keys
produced from the original array.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

Groups values returned by the [valueTransform] function applied to each element of the original array
by the key returned by the given [keySelector] function applied to the element
and returns a map where each group key is associated
with a list of corresponding values.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

Groups elements of the original array by the key returned by the given [keySelector] function
applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, M : MutableMap<K, List<Int>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function
applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, M : MutableMap<K, List<UInt>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UByte>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function
applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, M : MutableMap<K, List<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<ULong>() }
        list.add(element)
    }
    return destination
}
```

Groups elements of the original array by the key returned by the given [keySelector] function
applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.

```kotlin
*\n\n@SinceKotlin("1.3.4")\n@ExperimentalUnsignedTypes\npublic fun <K, M : MutableMap<K, List<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<UShort>() }
        list.add(element)
    }
    return destination
}
```
M : MutableMap<in K, MutableList<V>>
UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the
 * original array by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element in the original array.
 * @sample samples.collections.Collections.Transformations.map
 */
@SinceKotlin("1.3")
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each
 * element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
@SinceKotlin("1.3")
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
this)

destination.add(transform(item))
return destination

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {

    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {

    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {

    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {

    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {

    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {

    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {

    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {

    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {

    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {

    for (element in this) if (!predicate(element)) return false
    return true
}
UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * 
 * Returns the specified [initial] value if the array is empty.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
element.

* @param [operation] function that takes the index of an element, current accumulator value \n and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value \n and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value \n and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value \n and the element itself, and calculates the next accumulator value.

* @param [operation] function that takes the index of an element, current accumulator value \n and the element itself, and calculates the next accumulator value.
to left
* to each element and current accumulator value.
* Returns the specified [initial] value if the array is empty.

* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
* \n var index = lastIndex
* var accumulator = initial
* while (index >= 0) {
* \n accumulator = operation(get(index--), accumulator)
* return accumulator
* }
* }
* Returns the specified [initial] value if the array is empty.
* * @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
* \n var index = lastIndex
* var accumulator = initial
* while (index >= 0) {
* \n accumulator = operation(get(index--), accumulator)
* return accumulator
* }
* }
* Returns the specified [initial] value if the array is empty.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
* \n var index = lastIndex
* var accumulator = initial
* while (index >= 0) {
* \n accumulator = operation(index, get(index), accumulator)
* --index
* return accumulator
* }
* }
* Returns the specified [initial] value if the array is empty.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
* \n var index = lastIndex
* var accumulator = initial
* while (index >= 0) {
* \n accumulator = operation(index, get(index), accumulator)
* --index
* return accumulator
* }
* }
* Returns the specified [initial] value if the array is empty.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {
* \n var index = lastIndex
* var accumulator = initial
* while (index >= 0) {
* \n accumulator = operation(index, get(index), accumulator)
* --index
* return accumulator
* }
* }
* Returns the specified [initial] value if the array is empty.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
* for (element in this) action(element)
* }
* }
* Performs the given [action] on each element.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
* for (element in this) action(element)
* }
* Performs the given [action] on each element.
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```kotlin
ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

@Deprecated("Use maxOrNull instead.",
 ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
 ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    return maxOrNull()
}

@Deprecated("Use maxOrNull instead.",
 ReplaceWith("maxOrNull()"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    return maxOrNull()
}

@Deprecated("Use maxByOrNull instead.",
 ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<UByte : Comparable<UByte>> UIntArray.maxBy(selector: (UInt) -> UByte): UInt? {
    return maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
 ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
<UShort : Comparable<UShort>> ULongArray.maxBy(selector: (ULong) -> UShort): ULong? {
    return maxByOrNull(selector)
}
```

---

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public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    return
    maxByOrNull(selector)
}

@Deprecated("Use maxByOrNull instead.",
ReplaceWith("maxByOrNull(selector)"))
@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    return
    maxByOrNull(selector)
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxByOrNull
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function in * applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty())
    throw NoSuchElementException()
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest value among all values produced by [selector] function in * applied to each element in the array.
 * 
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty())
    throw NoSuchElementException()
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
maxOf(maxValue, v)\n )\n return maxValuenu/**nu */ Returns the largest value among all values produced
by [selector] functionnu * applied to each element in the array.\n * * \n * If any of values produced by [selector]
function is 'NaN', the returned result is 'NaN'. \n * * \n * @throws NoSuchElementException if the array is empty.\n * *\n *@SinceKotlin(\"1.4\")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution
ByLambdaReturnType\n *@ExperimentalUnsignedTypes\n *@kotlin.internal.InlineOnly
public inline fun
UByteArray.maxOf(selector: (UByte) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValuenu/**nu */ Returns the largest value among all values produced
by [selector] functionnu * applied to each element in the array.\n * * \n * If any of values produced by [selector]
function is 'NaN', the returned result is 'NaN'. \n * * \n * @throws NoSuchElementException if the array is empty.\n * *\n *@SinceKotlin(\"1.4\")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution
ByLambdaReturnType\n *@ExperimentalUnsignedTypes\n *@kotlin.internal.InlineOnly
public inline fun
UShortArray.maxOf(selector: (UShort) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValuenu/**nu */ Returns the largest value among all values produced
by [selector] functionnu * applied to each element in the array.\n * * \n * If any of values produced by [selector]
function is 'NaN', the returned result is 'NaN'. \n * * \n * @throws NoSuchElementException if the array is empty.\n * *\n *@SinceKotlin(\"1.4\")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution
ByLambdaReturnType\n *@ExperimentalUnsignedTypes\n *@kotlin.internal.InlineOnly
public inline fun
UIntArray.maxOf(selector: (UInt) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValuenu/**nu */ Returns the largest value among all values produced
by [selector] functionnu * applied to each element in the array.\n * * \n * If any of values produced by [selector]
function is 'NaN', the returned result is 'NaN'. \n * * \n * @throws NoSuchElementException if the array is empty.\n * *\n *@SinceKotlin(\"1.4\")\n *@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n *@OverloadResolution
ByLambdaReturnType\n *@ExperimentalUnsignedTypes\n *@kotlin.internal.InlineOnly
public inline fun
ULongArray.maxOf(selector: (ULong) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValuenu/**nu */ Returns the largest value among all values produced
by [selector] functionnu * applied to each element in the array.\n * * \n * If any of values produced by [selector]
function is 'NaN', the returned result is 'NaN'. \n * * \n * @throws NoSuchElementException if the array is empty.\n * *\n
Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */

Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array.
 */

Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 */

Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        maxValue = maxOf(maxValue, v)
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function
 * applied to each element in the array or `null` if there are no elements.
 * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
 */
public inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
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Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value among all values produced by [selector] function applied to each element in the array or 'null' if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (maxValue < v) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {
    if (isEmpty()) throw NoSuchElementException()
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
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ByLambdaReturnType
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@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue
}
function applied to each element in the array or `null` if there are no elements.

```kotlin
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
ByLambdaReturnType@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun <R>
ULongArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (ULong) -> R): R? {
    if (isEmpty()) return null
    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue

/**
 * Returns the largest value according to the provided [comparator] among all values produced by [selector]
 * function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")@OptIn(kotlin.experimental.ExperimentalTypeInference::class)@OverloadResolution
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public inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<R>, selector: (UByte) -> R): R? {
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    var maxValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        if (comparator.compare(maxValue, v) < 0) {
            maxValue = v
        }
    }
    return maxValue

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UIntArray.maxOrNull(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun ULongArray.maxOrNull(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UByteArray.maxOrNull(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UShortArray.maxOrNull(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    return maxWithOrNull(comparator)
}

@Deprecated("Use maxWithOrNull instead.",
ReplaceWith("maxWithOrNull(comparator)"))@DeprecatedSinceKotlin(warningSince = "1.4")
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    return maxWithOrNull(comparator)
}
```
public fun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@SinceKotlin("1.4")
public fun UIntArray.min(): UInt? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@SinceKotlin("1.4")
public fun ULongArray.min(): ULong? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@SinceKotlin("1.4")
public fun UByteArray.min(): UByte? {
    return minOrNull()
}

@Deprecated("Use minOrNull instead.", ReplaceWith("minOrNull()"))
@SinceKotlin("1.4")
public fun UShortArray.min(): UShort? {
    return minOrNull()
}

@Deprecated("Use minByOrNull instead.", ReplaceWith("minByOrNull(selector)"))
@SinceKotlin("1.4")
public inline fun <R : Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue =
selector(minElem) for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest value among all values produced by 
selector function
 * applied to each element in the array. If any of values produced by 
selector function is `NaN`, the returned result is `NaN`. If there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by 
selector function
 * applied to each element in the array. If any of values produced by 
selector function is `NaN`, the returned result is `NaN`. If there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by 
selector function
 * applied to each element in the array. If any of values produced by 
selector function is `NaN`, the returned result is `NaN`. If there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}

/**
 * Returns the smallest value among all values produced
 * by 
selector function
 * applied to each element in the array. If any of values produced by 
selector function is `NaN`, the returned result is `NaN`. If there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {
    if (isEmpty()) throw NoSuchElementException()
    var minValue = selector(this[0])
    for (i in 1..lastIndex) {
        val v = selector(this[i])
        minValue = minOf(minValue, v)
    }
    return minValue
}
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
USHortArray.minOf(selector: (USHort) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException();\n    var minValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        if (minValue > v) {\n            minValue = v;\n        }\n        return minValue;\n    }\n    return minValue;\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.minOf(selector: (UInt) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException();\n    var minValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        if (minValue > v) {\n            minValue = v;\n        }\n        return minValue;\n    }\n    return minValue;\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.minOf(selector: (UByte) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException();\n    var minValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        if (minValue > v) {\n            minValue = v;\n        }\n        return minValue;\n    }\n    return minValue;\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.minOf(selector: (ULong) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException();\n    var minValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        if (minValue > v) {\n            minValue = v;\n        }\n        return minValue;\n    }\n    return minValue;\n}\n
/**
 * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * @throws NoSuchElementException if the array is empty.\n */
@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.minOf(selector: (UShort) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException();\n    var minValue = selector(this[0]);\n    for (i in 1..lastIndex) {\n        if (minValue > v) {\n            minValue = v;\n        }\n        return minValue;\n    }\n    return minValue;\n}
*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun &lt;R : Comparable&lt;R&gt;&gt; UByteArray.minOf(selector: (UByte) -&gt; R): R {\n   if (isEmpty()) throw
   NoSuchElementException();

   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) if (minValue &gt; v) {\n       minValue = v
   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun &lt;R : Comparable&lt;R&gt;&gt; UShortArray.minOf(selector: (UShort) -&gt; R): R {\n   if (isEmpty()) throw
   NoSuchElementException();

   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) if (minValue &gt; v) {\n       minValue = v
   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.minOfOrNull(selector: (UInt) -&gt; Double): Double? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.minOfOrNull(selector: (ULong) -&gt; Double): Double? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UByteArray.minOfOrNull(selector: (UByte) -&gt; Double): Double? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UShortArray.minOfOrNull(selector: (UShort) -&gt; Double): Double? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun UIntArray.minOfOrNull(selector: (UInt) -&gt; Float): Float? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */

   *\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun ULongArray.minOfOrNull(selector: (ULong) -&gt; Float): Float? {
   if (isEmpty()) return null
   var minValue = selector(this[0]) for (i in 1..lastIndex) {\n   val v = selector(this[i]) minValue = minOf(minValue, v)\n   }\n   return minValue
   }\n   */
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UIntArray.minOfWith(comparator: Comparator\in R>, selector: (UInt) -> R): R {\n    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
ULongArray.minOfWith(comparator: Comparator\in R>, selector: (ULong) -> R): R {\n    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UByteArray.minOfWith(comparator: Comparator\in R>, selector: (UByte) -> R): R {\n    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UShortArray.minOfWith(comparator: Comparator\in R>, selector: (UShort) -> R): R {\n    if (isEmpty()) throw NoSuchElementException() \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UIntArray.minOfWithOrNull(comparator: Comparator\in R>, selector: (UInt) -> R): R? {\n    if (isEmpty()) return null \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
ULongArray.minOfWithOrNull(comparator: Comparator\in R>, selector: (ULong) -> R): R? {\n    if (isEmpty()) return null \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UByteArray.minOfWithOrNull(comparator: Comparator\in R>, selector: (UByte) -> R): R? {\n    if (isEmpty()) return null \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}\n\n*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun <R>
UShortArray.minOfWithOrNull(comparator: Comparator\in R>, selector: (UShort) -> R): R? {\n    if (isEmpty()) return null \n    var minValue = selector(this[0]) for (i in 1..lastIndex) {\n        val v = selector(this[i]) \n        if (comparator.compare(minValue, v) > 0) {\n            minValue = v \n        }\n    } return minValue\n}
(comparator.compare(minValue, v) > 0) { \n    minValue = v
} \nreturn minValue
} \n\nReturns the smallest value according to the provided [comparator] if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> UShortArray.minOfOrNull(selector: Comparator<in R>, R? \n        \nif (isNotEmpty()) return null
\nvar minValue = selector(this[0]) \nfor (i in 1..lastIndex) \n    \nval v = selector(this[i])\nif (comparator.compare(minValue, v) > 0) \n    \n    minValue = v \n\nreturn minValue
} \n\n\nReturns the smallest element or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UIntArray.minOrNull(): UInt? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (min > e) min = e
\n\nreturn min
} \n\n\nReturns the smallest element or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun ULongArray.minOrNull(): ULong? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (min > e) min = e
\n\nreturn min
} \n\n\nReturns the smallest element or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UByteArray.minOrNull(): UByte? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (min > e) min = e
\n\nreturn min
} \n\n\nReturns the smallest element or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UShortArray.minOrNull(): UShort? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (min > e) min = e
\n\nreturn min
} \n\n\nReturns the smallest element or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (comparator.compare(min, e) > 0) \n    \n    min = e
\n\nreturn min
} \n\n\nReturns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (comparator.compare(min, e) > 0) \n    \n    min = e
\n\nreturn min
} \n\n\nReturns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (comparator.compare(min, e) > 0) \n    \n    min = e
\n\nreturn min
} \n\n\nReturns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.

*\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n\npublic fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? \n\nif (isEmpty()) return null
\nvar min = this[0] \nfor (i in 1..lastIndex) \n    \nval e = this[i] \n    \nif (comparator.compare(min, e) > 0) \n    \n    min = e
\n\nreturn min
} \n\n\nReturns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the action on the element.
 * 
 * @param action
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.onEachIndexed(action: (Int, UInt) -> Unit): UIntArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action]
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.onEachIndexed(action: (Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action]
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.onEachIndexed(action: (Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action]
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.onEachIndexed(action: (Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action]
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.onEachIndexed(action: (Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}

/**
 * Performs the given [action] on each element and returns the array itself afterwards.
 * @param [action]
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.onEachIndexed(action: (Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed { index, element -> action(index, element) }
    }
}
with the element, and returns the array itself afterwards.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {
    return apply {
        forEachIndexed(action) }
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 * @since 1.4
 * @kotlin.internal.InlineOnly
 * @experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {
    return apply {
        forEachIndexed(action) }
}
```

```kotlin
/**
 * Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 * @since 1.4
 * @kotlin.internal.InlineOnly
 * @experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {
    return apply {
        forEachIndexed(action) }
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @since 1.3
 * @kotlin.internal.InlineOnly
 * @kotlin.experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @since 1.3
 * @kotlin.experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @since 1.3
 * @kotlin.experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right.
 *
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @since 1.3
 * @kotlin.experimental
 */
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")
var accumulator = this[0]
for (index in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
} return accumulator

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (Int, UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (Int, ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (Int, UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

Throws an exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

Returns `null` if the array is empty.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

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UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @see sample.samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @see sample.samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @see sample.samples.collections.Collections.Aggregates.reduceOrNull
 */
public inline fun UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @see sample.samples.collections.Collections.Aggregates.reduceOrNull
 */
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte?): UByte? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns `null` if the array is empty.
 * Function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceOrNull
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) -> UShort?): UShort? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex)
        accumulator = operation(accumulator, this[index])
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead.
 * Returns `null` when its receiver is empty.
 * Function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRight(operation: (acc: UInt, UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead.
 * Returns `null` when its receiver is empty.
 * Function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRight(operation: (acc: ULong, ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead.
 * Returns `null` when its receiver is empty.
 * Function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRight(operation: (acc: UByte, UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead.
 * Returns `null` when its receiver is empty.
 * Function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRight(operation: (acc: UShort, UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 * to each element and current accumulator value.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightOrNull] instead.
 * Returns `null` when its receiver is empty.
 * Function that takes an element and current accumulator value, and calculates the next accumulator value.
 * @param samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRight(operation: (acc: UShort, UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0)
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0)
        accumulator = operation(get(index--), accumulator)
    return accumulator
}
(index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 * and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightIndexedOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator =
    get(index--) while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes the index of an element, the element itself and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexedOrNull(operation: (Int, UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes the index of an element, the element itself and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexedOrNull(operation: (Int, ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes the index of an element, the element itself and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexedOrNull(operation: (Int, UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes the index of an element, the element itself and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes the index of an element, the element itself and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```

Accumulates value starting with the last element and applying \([\text{operation}]\) from right to left to each element with its index in the original array and current accumulator value.\*ln * \*ln * Returns `null` if the array is empty.\*ln * \*ln * @param \([\text{operation}]\) function that takes an element and current accumulator value,\*ln * and calculates the next accumulator value.\*ln * \*ln * @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return
```
accumulator

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value:\n * \n * @param [operation] function that takes an element and current accumulator value:\n * \n * @param [accumulator] function that takes an element and current accumulator value:\n * \n * @param [initial] value to start the accumulation from.\n * \n * @return last accumulated value.\n */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to
 * left\n * to each element and current accumulator value:\n * \n * @param [operation] function that takes an element and current accumulator value:\n * \n * @param [accumulator] function that takes an element and current accumulator value:\n * \n * @param [initial] value to start the accumulation from.\n * \n * @return last accumulated value.\n */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
 * previous value in resulting list.\n */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
 * previous value in resulting list.\n */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
 * previous value in resulting list.\n */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

`@SinceKotlin("1.4")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun <R>

    `@param` [operation] function that takes current accumulator value * and the element itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

`@SinceKotlin("1.4")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun <R>

UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    `@param` [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

`@SinceKotlin("1.4")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun <R>

ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    `@param` [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

`@SinceKotlin("1.4")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun <R>

UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    `@param` [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

`@SinceKotlin("1.4")` `@ExperimentalUnsignedTypes` `@kotlin.internal.InlineOnly` `public inline fun <R>

    `@param` [operation] function that takes the index of an element, current accumulator value * and the element itself, and calculates the next accumulator value. * @sample samples.collections.Collections.Aggregates.runningFold

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result.add(accumulator)

Returns a list containing successive accumulation values generated by applying [operation] from left to right.

Note that the `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size)
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

*param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size)
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size)
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
return emptyList()
val accumulator = this[0]
val result = ArrayList<UInt>(size).apply { add(accumulator) }
for (index in 1 until size) { 
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
} return result

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator)
    } for (index in 1 until size) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    } return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
public inline fun UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator)
    } for (index in 1 until size) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    } return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.runningReduce
 */
@SinceKotlin("1.4")
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator)
    } for (index in 1 until size) { 
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    } return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    return runningFold(initial, operation)
}
```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```

```kotlin
@kotlin.internal.InlineOnly
    return runningFold(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scan
 */
```
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to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): List<UByte> {
    var sum: List<UByte> = emptyList()<UByte>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): List<UShort> {
    var sum: List<UShort> = emptyList()<UShort>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): List<UShort> {
    var sum: List<UShort> = emptyList()<UShort>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UByte): List<UByte> {
    var sum: List<UByte> = emptyList()<UByte>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by 
 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UShort): List<UShort> {
    var sum: List<UShort> = emptyList()<UShort>
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
*\@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector:
    (UInt) -> Double): Double {
    var sum = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector]
 * function applied to each element in the array.
 */
*\@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:
    (ULong) -> Double): Double {
    var sum = 0.toDouble()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

---

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*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfInt")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
    var sum: Int = 0.toInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

*\@SinceKotlin("1.4")\@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\@OverloadResolution
ByLambdaReturnType\@Suppress("INAPPLICABLE_JVM_NAME")\@kotlin.jvm.JvmName("sumOfLong")\n@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {
    var sum: Long = 0.toLong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.
**@SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfUInt")**
**@ExperimentalUnsignedTypes**
**@kotlin.internal.InlineOnly**
**public inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {**
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfUInt")**
**@ExperimentalUnsignedTypes**
**@kotlin.internal.InlineOnly**
**public inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {**
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfUInt")**
**@ExperimentalUnsignedTypes**
**@kotlin.internal.InlineOnly**
**public inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {**
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfUInt")**
**@ExperimentalUnsignedTypes**
**@kotlin.internal.InlineOnly**
**public inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {**
    var sum: UInt = 0.toUInt()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {**
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {**
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {**
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {**
    var sum: ULong = 0.toULong()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UIntArray.sumOf(selector: (UInt) -> UShort): UShort {**
    var sum: UShort = 0.toUShort()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun ULongArray.sumOf(selector: (ULong) -> UShort): UShort {**
    var sum: UShort = 0.toUShort()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UByteArray.sumOf(selector: (UByte) -> UShort): UShort {**
    var sum: UShort = 0.toUShort()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

**/**
**SinceKotlin("1.4")**
**@OptIn(kotlin.experimental.ExperimentalTypeInference::class)**
**@OverloadResolution**
**@Suppress("INAPPLICABLE_JVM_NAME")**
**@kotlin.jvm.JvmName("sumOfULong")**
**@kotlin.experimental.InlineOnly**
**public inline fun UShortArray.sumOf(selector: (UShort) -> UShort): UShort {**
    var sum: UShort = 0.toUShort()
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
samples.collections.Iterables.Operations.zipIterables

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

*@
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> { 
    return zip(other) { t1, t2 -> t1 to t2 }.un/* * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. 
* The returned list has length of the shortest collection. 
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)

    val list = ArrayList<V>(size)
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i]))
    }

    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)

    val list = ArrayList<V>(size)
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i]))
    }

    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> { 
    val size = minOf(size, other.size)

    val list = ArrayList<V>(size)
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i]))
    }

    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)

    val list = ArrayList<V>(size)
    for (i in 0 until size) { 
        list.add(transform(this[i], other[i]))
    }

    return list
}
the shortest collection.

@sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, UInt>> { return zip(other) { t1, t2 -> t1 to t2 } }\n\n@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, ULong>> { return zip(other) { t1, t2 -> t1 to t2 } }\n\n@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> { return zip(other) { t1, t2 -> t1 to t2 } }\n\n@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> { return zip(other) { t1, t2 -> t1 to t2 } }\n
@sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> { return zip(other) { t1, t2 -> transform(t1, t2) } }\n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> { return zip(other) { t1, t2 -> transform(t1, t2) } }\n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> { return zip(other) { t1, t2 -> transform(t1, t2) } }\n
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> { return zip(other) { t1, t2 -> transform(t1, t2) } }
from the elements of ‘this’ array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {
    return zip(other) { (t1, t2) -> t1 }**

* Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
    return zip(other) { (t1, t2) -> t1 }**

* Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
@kotlin.jvm.JvmMultifileClass
@kotlin.jvm.JvmName("UCollectionsKt")
package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing
 * all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

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 * that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UComparisonsKt")
package kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.random.*

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

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 */

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 * that can be found in the license/LICENSE.txt file.
 */
return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
public fun maxOf(a: Int, b: Int): Int {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: Int, b: Int, c: Int): Int {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun maxOf(a: Int, b: Int, c: Int): Int {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public fun minOf(a: Int, b: Int): Int {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UShort, b: UShort): UShort {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UByte, b: UByte): UByte {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UInt, b: UInt): UInt {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UInt, b: UInt): UInt {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: ULong, b: ULong): ULong {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UByte, b: UByte): UByte {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of two values.
 */
public fun minOf(a: UShort, b: UShort): UShort {
    if (a <= b) return a
    return b
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: Int, b: Int, c: Int): Int {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

import kotlin.random.*

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UBInt): Boolean {
    return contains(value.toUInt())
}

package kotlin.ranges

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@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: ULong): Boolean {
    return (value shr UInt.SIZE_BITS) == 0L && contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UShortRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public operator fun UByteRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to ‘this’ value.
 * If the [to] value is greater than ‘this’ value the returned progression is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntProgression.step(step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression that goes over the same range with the given step.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongProgression.step(step: Long): ULongProgression {
    checkStepIsPositive(step > 0, step)
    return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun UIntRange.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun ULongRange.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this.toULong() .. (to - 1u).toULong()
}
range is empty. *An@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UShort.until(to: UShort): UIntRange { ln if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY
return this.toUInt() .. (to - 1u).toUInt() } /* *\n Ensures that this value is not less than the specified [minimumValue].\n *\n @return *\n this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt { ln return if (this < minimumValue) minimumValue else this\n }.toUInt() \n*\n *\n *\n @return *\n this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n *\n } *\n *\n *\n samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong { ln return if (this < minimumValue) minimumValue else this\n }.toUInt() \n*\n *\n *\n Ensures that this value is not less than the specified [minimumValue].\n *\n *\n *\n samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte { ln return if (this < minimumValue) minimumValue else this\n }.toUInt() \n*\n *\n *\n *\n *\n *\n @return *\n this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n *\n } *\n *\n *\n samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort { ln return if (this < minimumValue) minimumValue else this\n }.toUInt() \n*\n *\n *\n Ensures that this value is not less than the specified [minimumValue].\n *\n *\n *\n samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceAtMost(maximumValue: UInt): UInt { ln return if (this > maximumValue) maximumValue else this\n }.toUInt() \n*\n *\n *\n *\n *\n *\n @return *\n this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n *\n } *\n *\n *\n samples.comparisons.ComparableOps.coerceAtMostUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULong.coerceAtMost(maximumValue: ULong): ULong { ln return if (this > maximumValue) maximumValue else this\n }.toUInt() \n*\n *\n *\n Ensures that this value is not greater than the specified [maximumValue].\n *\n *\n *\n samples.comparisons.ComparableOps.coerceAtMostUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByte.coerceAtMost(maximumValue: UByte): UByte { ln return if (this > maximumValue) maximumValue else this\n }.toUInt() \n*\n *\n *\n *\n *\n *\n @return *\n this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n *\n } *\n *\n *\n samples.comparisons.ComparableOps.coerceAtMostUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShort.coerceAtMost(maximumValue: UShort): UShort { ln return if (this > maximumValue) maximumValue else this\n }.toUInt() \n*\n *\n *\n Ensures that this value is not greater than the specified [maximumValue].\n *\n *\n *\n samples.comparisons.ComparableOps.coerceAtMostUnsigned\n *\n @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt { ln if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.") }
minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue], or if this value is less than [minimumValue], [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw
    return maximumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue], or if this value is less than [minimumValue], [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw
    return maximumValue
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue], or if this value is less than [minimumValue], [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw
    return maximumValue
}

/**
 * Ensures that this value lies in the specified range.
 * 
 * @return this value if it's in the range, or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range.
 * 
 * @return this value if it's in the range, or range.start if this value is less than range.start, or range.endInclusive if this value is greater than range.endInclusive.
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")

package kotlin.sequences

/**
 * Returns the sum of all elements in the sequence.
 * 
 * The operation is _terminal_.
 * 
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
Sequence<UInt>.sum(): UInt { 
    var sum: UInt = 0u 
    for (element in this) { 
        sum += element 
    } 
    return sum 
} 

/**
 * Returns the sum of all elements in the sequence. 
 * The operation is _terminal_. 
 */
@kotlin.jvm.JvmName("sum") 
@SinceKotlin("1.3") 
@ExperimentalUnsignedTypes 
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u 
    for (element in this) { 
        sum += element 
    } 
    return sum 
} 

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong") 
@SinceKotlin("1.3") 
@ExperimentalUnsignedTypes 
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL 
    for (element in this) { 
        sum += element 
    } 
    return sum 
} 

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte") 
@SinceKotlin("1.3") 
@ExperimentalUnsignedTypes 
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u 
    for (element in this) { 
        sum += element 
    } 
    return sum 
} 

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort") 
@SinceKotlin("1.3") 
@ExperimentalUnsignedTypes 
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u 
    for (element in this) { 
        sum += element 
    } 
    return sum 
} 

/*
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 */

package kotlin


public expect open class Error : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public 
expect open class Exception : Throwable {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open 
class RuntimeException : Exception {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open 
class IllegalArgumentException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open 
class IllegalStateException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public expect open 
class IndexOutOfBoundsException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open 
class ConcurrentModificationException : RuntimeException {
    constructor()
    constructor(message: String?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR) 
    constructor(message: String?, cause: Throwable?)
    @Deprecated("The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR) 
    constructor(cause: Throwable?)
}

public 
expect open class UnsupportedOperationException : RuntimeException {
    constructor()
    constructor(message: String?)
    constructor(message: String?, cause: Throwable?)
    constructor(cause: Throwable?)
}

public 
expect open class NumberFormatException : IllegalArgumentException {
    constructor()
    constructor(message: String?)
}

public expect open 
class NullPointerException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open 
class ClassCastException : RuntimeException {
    constructor()
    constructor(message: String?)
}

public expect open 
class AssertionError : Error {
    constructor()
    constructor(message: Any?)
}

{/**
 * Thrown after invocation of a function or property that was expected to return `Nothing`,
 * but returned something instead.
 */
@SinceKotlin("1.4") 
@PublishedApi 
internal class
KotlinNothingValueException : RuntimeException {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(cause: Throwable?) : super(cause)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
}

/**
 * Returns the detailed description of this throwable
 * with its stack trace.
 * The detailed description includes: - the short description (see Throwable.toString)
 * of this throwable; - the complete stack trace;
 * - detailed descriptions of the exceptions that were
 * suppressed in order to deliver this exception;
 * - the detailed description of each
 * throwable in the Throwable.causedebug chain.
 */

Throwable.stackTraceToString(): String

/**
 * Prints the detailed description of this throwable to the standard output or standard error output.
 */

Throwable.printStackTrace(): Unit

/**
 * When supported by the platform, adds the specified exception to the list of exceptions that were
 * suppressed in order to deliver this throwable.
 */

Throwable.addSuppressed(exception: Throwable)

/**
 * Returns a list of all exceptions that were
 * suppressed in order to deliver this exception.
 */

Throwable.suppressedExceptions: List<Throwable>

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package kotlin.js

import kotlin.annotation.AnnotationTarget.*

/**
 * Gives a declaration (a function, a
 * property or a class) specific name in JavaScript.
 */
@Target(CLASS, FUNCTION, PROPERTY,
        CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public expect annotation class JsName(val name: String)

/**
 * Marks experimental JS export annotations.
 *
 * Note that behavior of these annotations will likely be changed in the future.
 * Usages of such annotations will be reported as warnings unless an explicit opt-in within
 * the [OptIn] annotation, e.g.
 * @OptIn(ExperimentalJsExport::class),
 * or with the -Xopt-in=kotlin.js.ExperimentalJsExport compiler option
 * is given.
 */
@ExperimentalJsExport
@Retention(AnnotationRetention.BINARY)
public expect annotation class JsExport()

package kotlin.collections

import kotlin.internal.PlatformDependent

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that can
 * be iterated over.
 * @param T the type of
 */
public interface Iterable<out T> {

    /**
     * Returns an iterator over the elements of this object.
     */
    public operator fun iterator(): Iterator<T>
}

/**
 * Classes that inherit from this interface can be represented as a sequence of elements that
 * can be iterated over and that supports removing elements during iteration.
 */

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being iterated over. The mutable iterator is invariant in its element type.

*A*\npublic interface MutableList&lt;out T&gt; : Iterable&lt;T&gt; |\n\n/**\n * Returns an iterator over the elements of this sequence that supports removing elements during iteration.
 */\n\noverride fun iterator(): MutableListIterator&lt;T&gt;\n\n/**\n * A generic collection of elements. Methods in this interface support only read-only access to the collection; \n* read/write access is supported through the [MutableList] interface.
 */\n\n@<param E> the type of elements contained in the collection.

The collection is covariant in its element type.

*A*\npublic interface Collection&lt;out E&gt; : Iterable&lt;E&gt; |\n\n/**\n * A generic collection of elements that supports adding and removing elements.
 */\n\n@<param E> the type of elements contained in the collection.

The mutable collection is invariant in its element type.

*A*\npublic interface MutableCollection&lt;E&gt; : Collection&lt;E&gt;, MutableList&lt;E&gt; |\n\n/**\n * A generic collection of elements. Methods in this interface support only read-only access to the collection;
 * read/write access is supported through the [MutableList] interface.
 */\n\n@<param E> the type of elements contained in the collection.

The list is covariant in its element type.

*A*\npublic interface List&lt;out E&gt; : Collection&lt;E&gt;, MutableList&lt;E&gt; |\n\n/**\n * A generic ordered collection of elements. Methods in this interface support only read-only access to the collection;
 * read/write access is supported through the [MutableList] interface.
 */\n\n@<param E> the type of elements contained in the collection.

The list is covariant in its element type.
/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {
    /**
     * The minimum value in the range.
     */
    public val start:

    /**
     * The maximum value in the range (inclusive).
     */
    public val endInclusive:

    /**
     * Checks whether the specified [value] belongs to the range.
     */
    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /**
     * Checks if the range is empty.
     */
    public fun isEmpty(): Boolean = start > endInclusive
}

/*
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 */

package kotlin.ranges

/**
 * A progression of values of type `Int`.
 */
public open class IntProgression

internal constructor
    (start: Int, endInclusive: Int, step: Int)
: Collection<Int>, Iterator<Int>, Comparable<IntProgression>, Equalizable<IntProgression>, Hashable<IntProgression>, Stringifiable<IntProgression>, Stackable<IntProgression> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Int = start

    /**
     * The last element in the progression.
     */
    public val last: Int = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toInt()

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is IntProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * first + last) + step)

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $[-step]"

    companion object {
        /**
         * Creates IntProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

internal constructor
    (start: Long, endInclusive: Long, step: Long)
: Collection<Long>, Iterator<Long>, Comparable<LongProgression>, Equalizable<LongProgression>, Hashable<LongProgression>, Stringifiable<LongProgression>, Stackable<LongProgression> {
    init {
        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $[-step]"

    companion object {
        /**
         * Creates LongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         * In order to go backwards the [step] must be negative.
         * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
         */
        public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }
}
one value: the `Unit` object. This type corresponds to the `void` type in Java.

```kotlin
public object Unit {
    override fun toString() = "kotlin.Unit"
}
```

This type corresponds to the `void` type in Java.

```kotlin
/*
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 *
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 * you may not use this file except in compliance with the
 * License. You may obtain a copy of the License at
 * http://www.apache.org/licenses/LICENSE-2.0
 * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed
 * on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 */

package kotlin.annotation

/**
 * Contains the list of code elements which are the possible annotation targets
 */
public enum class AnnotationTarget {
    CLASS,  
    ANNOTATION_CLASS,  
    TYPE_PARAMETER,  
    PROPERTY,  
    FIELD,  
    LOCAL_VARIABLE,  
    VALUE_PARAMETER,  
    CONSTRUCTOR,  
    FUNCTION,  
    PROPERTY_GETTER,  
    PROPERTY_SETTER,  
    TYPE,  
    EXPRESSION,  
    FILE,  
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    SOURCE,  
    BINARY,  
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
 * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is applicable twice or more on a single code element
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the
 * documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(RetentionPolicy.RUNTIME)
public annotation class MustBeDocumented

/**
 * Specifies that the corresponding built-in method exists depending on platform.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(RetentionPolicy.RUNTIME)
public annotation class Internal

/**
 * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or `is' checks.
 * That means it's completely safe to use generic types as argument for such parameter.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@Retention(RetentionPolicy.RUNTIME)
public annotation class PureReifiable

@file:Suppress("UNCHECKED_CAST","RedundantVisibilityModifier")

package kotlin

import kotlin.contracts.*
import kotlin.internal.InlineOnly
import kotlin.jvm.JvmField
import kotlin.jvm.JvmName

/**
 * A discriminated union that encapsulates a successful outcome with a value of type [T]
 * or a failure with an arbitrary `[Throwable]` exception.
 */
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@PublishedApi
public inline class Result<out T> @PublishedApi internal constructor(
    @PublishedApi
    internal val value: Any?
) : Serializable {
    // discovery

    /**
     * Returns `true` if this instance represents a successful outcome.
     * In this case [isFailure] returns `false`.
     */
    public val isSuccess: Boolean get() = value !is Failure

    /**
     * Returns `true` if this instance represents a failed outcome.
     * In this case [isSuccess] returns `false`.
     */
    public val isFailure: Boolean get() = value is Failure

    // value & exception retrieval

    /**
     * Returns the encapsulated value if this instance represents a successful outcome.
     * In this case [isFailure] returns `false`.
     */
    @PublishedApi
    public inline fun getOrNull(): T? = when (value) {
        is Failure -> null
        else -> value as T?
    }

    /**
     * Returns the encapsulated `Throwable` exception if this instance represents a failed outcome.
     * In this case [isSuccess] returns `false`.
     */
    @PublishedApi
    public fun exceptionOrNull(): Throwable? = when (value) {
        is Failure -> value.exception
        else -> null
    }

    /**
     * Returns a string `Success(v)` if this instance represents a successful outcome with a value of type [T].
     * In the case of no value, it returns `Success(null)`.
     */
    fun toString(): String = when (value) {
        is Failure -> "Failure([exception])"
        else -> "Success([$value])"
    }

    /**
     * Returns `true` if this instance represents a successful outcome with a value of type [T].
     * In the case of no value, it returns `false`.
     */
    fun isSuccessful(): Boolean = isSuccess

    /**
     * Returns `true` if this instance represents a failed outcome.
     * In this case [isSuccess] returns `false`.
     */
    fun isFailureOrSuccess(): Boolean = !isSuccess

    /**
     * Returns `true` if this instance represents a successful outcome with a value of type [T].
     * In the case of no value, it returns `false`.
     */
    fun isFailureOrSuccessOrFailure(): Boolean = !isSuccess && !isFailure

    // operator overloads

    fun times(a: T): Result<T> = Result(a)

    operator fun plus(b: T): Result<T> = Result(value + b)

    operator fun minus(b: T): Result<T> = Result(value - b)

    operator fun times(b: T): Result<T> = Result(value * b)

    operator fun div(b: T): Result<T> = Result(value / b)

    operator fun rem(b: T): Result<T> = Result(value % b)

    operator fun and(b: T): Result<T> = Result(value and b)

    operator fun or(b: T): Result<T> = Result(value or b)

    operator fun xor(b: T): Result<T> = Result(value xor b)

    operator fun shiftLeft(b: T): Result<T> = Result(value shl b)

    operator fun shiftRight(b: T): Result<T> = Result(value shr b)

    operator fun equal(b: T): Result<T> = Result(value == b)

    operator fun notEqual(b: T): Result<T> = Result(value != b)

    operator fun lessThan(b: T): Result<T> = Result(value < b)

    operator fun lessThanOrEqual(b: T): Result<T> = Result(value <= b)

    operator fun greaterThan(b: T): Result<T> = Result(value > b)

    operator fun greaterThanOrEqual(b: T): Result<T> = Result(value >= b)

    // map, fold

    operator fun invoke(block: T.() -> Unit): Result<T> = when (value) {
        is Failure -> Result(Failure(value.exception))
        else -> Result(value)
    }
public class Result<T> {
    private final T value;  
    private final Throwable exception;

    public Result(T value) {
        this.value = value;
        this.exception = null;
    }

    public Result(Throwable exception) {
        this.value = null;
        this.exception = exception;
    }

    public boolean isSuccess() {
        return exception == null;
    }

    public boolean isFailure() {
        return exception != null;
    }

    public Result<T> success(T value) {
        return new Result<T>(value);
    }

    public Result<T> failure(Throwable exception) {
        return new Result<T>(exception);
    }

    public T getOrThrow() throws Throwable {
        if (isSuccess()) return value;
        throw new RuntimeException(exception);
    }

    public T getOrDefault(T defaultValue) {
        return isSuccess() ? value : defaultValue;
    }

    public Throwable getException() {
        return exception;
    }

    public String toString() {
        return isSuccess() ? "Success(" + value + ")" : "Failure(" + exception + ")";
    }

    public boolean equals(Object other) {
        if (other == null) return false;
        if (!(other instanceof Result)) return false;
        Result<T> otherResult = (Result<T>) other;
        return value.equals(otherResult.value) && exception.equals(otherResult.exception);
    }

    public int hashCode() {
        return Objects.hash(value, exception);
    }
}

public class SuccessResult<T> extends Result<T> {
    public SuccessResult(T value) {
        super(value);
    }
}

public class FailureResult<T> extends Result<T> {
    public FailureResult(Throwable exception) {
        super(exception);
    }
}

public class Success<T> extends SuccessResult<T> {
    public Success(T value) {
        super(value);
    }
}

public class Failure<T> extends FailureResult<T> {
    public Failure(Throwable exception) {
        super(exception);
    }
}

public class ResultFailure<T> extends FailureResult<T> {
    public ResultFailure(Throwable exception) {
        super(exception);
    }
}

public class ResultSuccess<T> extends SuccessResult<T> {
    public ResultSuccess(T value) {
        super(value);
    }
}

public class Success<T> extends SuccessResult<T> {
    public Success(T value) {
        super(value);
    }
}

public class Failure<T> extends FailureResult<T> {
    public Failure(Throwable exception) {
        super(exception);
    }
}

public class SuccessFailure<T> extends Result<T> {
    public SuccessFailure(T value) {
        super(value);
    }
}

public class SuccessResult<T> extends SuccessResult<T> {
    public SuccessResult(T value) {
        super(value);
    }
}

public class SuccessResultSuccess<T> extends SuccessResult<T> {
    public SuccessResultSuccess(T value) {
        super(value);
    }
}

public class SuccessFailureResult<T> extends SuccessResult<T> {
    public SuccessFailureResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccess<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccess(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailure<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailure(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccess<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccess(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
    public SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResultResultResult(T value) {
        super(value);
    }
}

public class SuccessFailureResultSuccessFailureResultSuccessResultResultResultResultResultResultResultResultResultResultResultResultResultResultResultResultResult<T> extends SuccessResult<T> {
InvocationKind.AT_MOST_ONCE)\n callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n ```
 return when (val exception = exceptionOrNull()) {\n null -> onSuccess(value as T)\n else -> onFailure(exception)\n }\n |\n |null/ transformation\n |null/*\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */@InlineOnly@SinceKotlin("1.3")\n public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {\n contract {\n callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n }\n |\n return when {\n isSuccess -> Result.success(transform(value as T))\n else -> Result(value)\n }\n |null/*\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */@InlineOnly@SinceKotlin("1.3")\n public inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {\n runCatching {\n transform(value)\n }\n else -> Result(value)\n }\n |null/*\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n * if this instance represents [failure][Result.isFailure] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */@InlineOnly@SinceKotlin("1.3")\n public inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {\n val value = value // workaround for inline classes BE bug\n return when {\n isFailure -> Result.failure(transform(exception))\n else -> runCatching {\n transform(exception)\n }\n }\n }\n |null/ "peek!" onto value/exception and pipe\n * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [recoverCatching] for an alternative that rethrows exceptions from `transform` function.\n */@InlineOnly@SinceKotlin("1.3")\n public inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n contract {\n callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n }\n }\n |\n return this\n }\n |null/*\n * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].\n * Returns the original 'Result' unchanged.\n */@InlineOnly@SinceKotlin("1.3")\n public inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {\n contract {\n callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n }\n if (isSuccess) action(value)\n return this\n }\n |null/"----"\n |null/* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */@unpackage kotlin.coroutines\n @import kotlin.coroutines.intrinsics.*\n @import kotlin.internal.InlineOnly\n @import kotlin.contracts.*\n ''
with this annotation are restricted when used as receivers for extension
* `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular
* receiver and are restricted from calling arbitrary suspension functions.

```kotlin
/**
 * Resumes the execution of the corresponding coroutine passing
 * [value] as the return value of the last suspension point.
 */
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictionsSuspension

/**
 * Creates a [Continuation] instance with the given [context] and
 * implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
    Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the
 * last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
    Continuation<T>.resumeWithException(throwable: Unit): Continuation<T
    =@n object : Continuation<T
    override fun resumeWith(result: Result<T>
        return suspend (! -> T).createCoroutine(completion: Continuation<T
            return SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)
        return SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
            COROUTINE_SUSPENDED)
        return createCoroutineUnintercepted(completion).intercepted().resume(Unit)
        return createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
        return suspendCoroutineOrReturn { c: Continuation<T
            return suspendCoroutineUninterceptedOrReturn { c: Continuation<T
```

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Returns the context of the current coroutine.

Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.

In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n* be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation
* context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the
* execution of the suspended\n* coroutine using a reference to the suspending function.
invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by the `createCoroutineUnintercepted` function. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

```kotlin
@SinceKotlin("1.3")
public actual fun <R, T>(suspend R.() -> T).createCoroutineUnintercepted
    (receiver: R, completion: Continuation<T>): Continuation<Unit> =
    // Kotlin/JS suspend lambdas have an extra parameter `suspended`
    if (this.asDynamic().length == 3) {
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(receiver, completion, true)
    } else {
        createCoroutineFromSuspendFunction(completion) { this.asDynamic()(receiver, completion) }
    }

/**
 * Intercepts this continuation with [ContinuationInterceptor].
 * This function shall be used on the immediate result of [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn], in which case it checks for [ContinuationInterceptor] in the continuation's [context].
 * Caches and returns the result. This function is invoked on other [Continuation] instances it returns 'this' continuation unchanged.
 * 
 * If this function is invoked on other [Continuation] instances it returns 'this' continuation unchanged.
 * 
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@SinceKotlin("1.3")
public actual fun <T> Continuation<T>.intercepted(): Continuation<T> =
    (this as? CoroutineImpl)?.intercepted() ?:
    this

private inline fun <T> createCoroutineFromSuspendFunction
    (completion: Continuation<T>, crossinline block: () -> Any?): Continuation<Unit> {
    @Suppress("UNCHECKED_CAST")
    return object : CoroutineImpl(completion as Continuation<Any?>) {
        override fun doResume(): Any? {
            exception?.let { throw it }
            return block()
        }
    }
}
```

---

Open Source Used In DNAC Platform Guardian 11123
cause)

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) :
  RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
  }

public actual open class IndexOutOfBoundsException actual constructor(message: String?) :
  RuntimeException(message) {
    actual constructor() : this(null)
  }

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) :
  RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
  }

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) :
  RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
  }

public actual open class NumberFormatException actual constructor(message: String?) :
  IllegalArgumentException(message) {
    actual constructor() : this(null)
  }

public actual open class NullPointerException actual constructor(message: String?) :
  RuntimeException(message) {
    actual constructor() : this(null)
  }

public actual open class ClassCastException actual constructor(message: String?) :
  RuntimeException(message) {
    actual constructor() : this(null)
  }

public actual open class AssertionError
@SinceKotlin("1.4")
constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, null)
    actual constructor(message: Any?) : this(message.toString(), message as? Throwable)
  }

public actual open class NoSuchElementException actual constructor(message: String?) :
  RuntimeException(message) {
    actual constructor() : this(null)
  }

@SinceKotlin("1.3")
public actual open class ArithmeticException actual constructor(message: String?) :
  RuntimeException(message) {
    actual constructor() : this(null)
  }

public actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) :
  RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
  }

public actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) :
  RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
  }

@file:Suppress("UNUSED_PARAMETER")
package kotlin.js

@kotlin.internal.InlineOnly
internal inline fun jsDeleteProperty(obj: Any, property: Any) {
    js("delete obj[property]")
}

@kotlin.internal.InlineOnly
internal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =
  js("lhs | rhs").unsafeCast<Int>()

package kotlin.math

/**
 * Returns this value with the sign bit same as of the 
 * [sign] value.
 * If [sign] is `NaN` the sign of the result is undefined.
 */
@SinceKotlin("1.2")
public actual fun Double.withSign(sign: Double): Double {
    val thisSignBit = js("Kotlin").doubleSignBit(this).unsafeCast<Int>()
    val newSignBit = js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()
    return if (thisSignBit == newSignBit) this else -this
}

/**
 * Returns a bit representation of the specified floating-point value as 
 * [Long] according to the IEEE 754 floating-point "double format" bit layout.
 * Returns a bit representation of the specified floating-point value as 
 * [Long] according to the IEEE 754 floating-point "double format" bit layout,
 * preserving `NaN` values exact layout.
 * Returns the [Double] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly

/**
 * Returns a bit representation of the specified floating-point value as [Int] * according to the IEEE 754 floating-point "single format" bit layout.
 * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent,
 * so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.
 */
@SinceKotlin("1.2")
@library("floatToBits")
public actual fun Float.toBits(): Int = definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] according to the IEEE 754 floating-point "single format" bit layout, preserving `NaN` values exact layout.
 * Note that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent, so some [Float] values may overflow, underflow or lose their accuracy after conversion to bits and back.
 */
@SinceKotlin("1.2")
@library("floatToRawBits")
public actual fun Float.toRawBits(): Int = definedExternally

/**
 * Returns the [Float] value corresponding to a given bit representation.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").floatFromBits(bits).unsafeCast<Float>()

@PublishedApi
internal fun <T : Annotation> KClass<*>.findAssociatedObject(annotationClass: KClass<T>): Any? {
    // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.
    return null
}

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Reverses elements in the list in-place.
 */
public actual fun <T> MutableList<T>.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

package kotlin.text

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*

/**
 * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.
 */
public actual fun CharSequence.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
}

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun * @sample
```kotlin
/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
    return object : AbstractList<UInt>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UInt): Boolean = this@asList.contains(element)
        override fun get(index: Int): UInt {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UInt): Int {
            if ((element as Any?) !is UInt) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}
```

package jquery.ui

import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(params: Json): JQuery = asDynamic().dialog(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.dialog(mode: String, param: String): Any? = asDynamic().dialog(mode, param)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.", level = DeprecationLevel.ERROR)
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()
identifier.

The compiler produces the code relevant for the target module system, for example, in case of CommonJS,

the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object

that contain all the declarations from the file.

Example:

```kotlin
@JsModule("jquery")
external abstract class JQuery() {
    // some declarations here
}
@JsModule("jquery")
external fun JQuery(element: Element): JQuery
```

It is not interpreted by the Kotlin compiler, it's passed as is to the target module system.

However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.

Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available as an npm package.

To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.

Some JavaScript libraries expose their declarations in packages. You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation.

Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.

Exported declarations must only contain "exportable" types:

- dynamic`, `Any`, `String`, `Byte`, `Short`, `Int`, `Float`, `Double`, `Boolean`, `ByteArray`, `char`, `Int`, `Float`, `Double`, `Byte`, `Short`, `Int`, `Float`, `Double`, `ByteArray`, `char`
- `Array<exportable-type>`
- Function types with exportable parameters and return types
- `external` or `@JsExport` classes and interfaces
- Nullable counterparts of types above

It must be a sequence of valid JavaScript identifiers separated by the `.` character.

Examples of valid qualifiers are: `foo`, `bar.Baz`, `_..0.F.*`.

Compiled module exposes declarations that are marked with this annotation without name mangling.

This annotation can be applied to either files or top-level declarations.

It is currently prohibited to export the following kinds of declarations:

- inline functions with reified type parameters
- suspend functions
- * secondary constructors without `@JsName`
- * enum classes
- * annotation classes
- * Signatures of exported declarations must only contain `\exportable\` types:
- * `dynamic`, `Any`, `String`, `Byte`, `Short`, `Int`, `Float`, `Double`
- `Boolean`, `ByteArray`, `char`
- `Array<exportable-type>`
- `external` or `@JsExport` classes and interfaces
- Nullable counterparts of types above

This annotation is experimental, meaning that restrictions mentioned above are subject to change.

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package kotlin.jvm

// these are used in common generated code in stdlib\n// TODO: find how to deprecate these ones\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class volatile\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class synchronized, /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors. *\n * Use of this source code is governed by the Apache 2.0 license that can be found in the *\n * license/LICENSE.txt file. *\n */

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableCollection] interface. *\n * @param E the type of elements contained in the collection. The collection is *\n * invariant in its element type. *\n */
public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        checkIsMutable()
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        val modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return (this as MutableIterable<E>).removeAll { it in elements }
    }

    actual override fun retainAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return (this as MutableList<E>).retainAll { it !in elements }
    }

    actual override fun clear(): Unit {
        checkIsMutable()
        val iterator = this.iterator()
        while (iterator.hasNext()) {
            iterator.next()
            iterator.remove()
        }
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()

    /**
     * This method is called every time when a mutating method is called on this mutable collection. *\n     * Mutable collections that are built (frozen) must throw UnsupportedOperationException. *\n     * *\n     */
    internal open fun checkIsMutable(): Unit {

    }
}

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/*\n * Based on GWT AbstractList\n * Copyright 2007 Google Inc.\n*/

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableList] interface. *\n * @param E the type of elements contained in the list. The list is invariant in its element type. *\n */
public actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableList<E> {

    protected var modCount: Int = 0

    abstract override fun add(index: Int, element: E): Unit
    abstract override fun removeAt(index: Int): E
    abstract override fun set(index: Int, element: E): E

    /**
     * Adds the specified element to the end of this list. *\n     *
     * @return true because the list is always modified as the result of this operation. *\n     */
    actual override fun add(element: E): Boolean {
        checkIsMutable()
        add(size, element)
        return true
    }

    actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
        checkIsMutable()
        var _index = index
        var changed = false
        for (e in elements) {
            add(_index++, e)
            changed = true
        }
        return changed
    }

    actual override fun clear() {
        checkIsMutable()
        removeRange(0, size)
    }

    actual override fun removeAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return removeAll { it !in elements }
    }

    actual override fun retainAll(elements: Collection<E>): Boolean {
        checkIsMutable()
        return removeAll { it !in elements }
    }

    actual override fun iterator(): MutableListIterator<E> = listIterator(0)
    actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)

    actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)

    /**
     * Removes the range of elements from this list
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 */

package kotlin.collections

/**
 * Provides a [MutableList] implementation, which uses a resizable array as its backing storage. * This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself. * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the

*capacity and "growth increment" concepts.

 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>,
 comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T ->
            array.asDynamic().sort(comparison)
        } else {
            mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
        }
    } else {
        sortArrayWith(array, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {
            if (fromIndex < toIndex - 1) {
                mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)
            } else {
                array.asDynamic().sort(comparison)
            }
        }
    }
}

internal fun <T>
 sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {
    if (fromIndex < toIndex - 1) {
        mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)
    } else {
        array.asDynamic().sort(comparison)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T ->
            array[index - 1] in val b = array[index] if (a and 3) == (b and 3) && a >= b return false
        } val = array as Dynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun
 getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported?.let { return it }
    _stableSortingIsSupported = false
    val array = js("[]").unsafeCast<Array<Int>()>
    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability for (index in 0 until 600) array.asDynamic().push(index)
    val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
    array.asDynamic().sort(comparison)
    for (index in 1 until array.size) {
        val a = array[1]
        val b = array[1]
        if ((a and 3) == (b and 3) && a >= b) return false
    }
    _stableSortingIsSupported = true
    return true
}

private fun <T> mergeSort(array: Array<T>, start: Int,
   endInclusive: Int, comparator: Comparator<in T>) {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>())
    val result = mergeSort(array, buffer, start,
   endInclusive, comparator)
    if (result !== array) {
        for (i in start..endInclusive) array[i] = result[i]
    }
}

// Both start and end are inclusive indices.
private fun <T> mergeSort(array: Array<T>, buffer: Array<T>,
   start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
    if (start == end) {
        return array
    }

    val median = (start + end) / 2
    val left = mergeSort(array, buffer, start, median, comparator)
    val right = mergeSort(array, buffer, median + 1, end, comparator)
    val target = if (left === buffer) array else buffer
    // Merge.
    var leftIndex = start
    var rightIndex = median + 1
    for (i in start..end) {
        when {
            leftIndex <= median && rightIndex <= end -> {
                val leftValue = left[leftIndex]
                val rightValue = right[rightIndex]
                if (comparator.compare(leftValue, rightValue) <= 0) {
                    target[i] = leftValue
                    leftIndex++
                } else {
                    target[i] = rightValue
                    rightIndex++
                }
            }
            leftIndex <= median -> {
                target[i] = left[leftIndex]
                leftIndex++
            }
            else /* rightIndex <= end */ -> {
                target[i] = right[rightIndex]
                rightIndex++
                Unit  // TODO: Fix KT-31506
            }
        }
    }
    return target
}
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Based on GWT AbstractHashMap
* Copyright 2008 Google Inc.
* Unpackage kotlin.collections
* Import kotlin.collections
* This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries]
* Classes that extend HashMap and implement `build()` (freezing) operation

have to make sure mutating methods check `checkIsMutable`

public actual open class HashMap<K, V> :
   AbstractMutableMap<K, V>, MutableMap<K, V> {
   private inner class EntrySet :
   AbstractMutableSet<MutableEntry<K, V>>() {
      override fun add(element: MutableEntry<K, V>): Boolean
      = throw UnsupportedOperationException("Add is not supported on entries")
      override fun clear() {
         this@HashMap.clear()
      }
      override operator fun contains(element: MutableEntry<K, V>): Boolean
      = containsEntry(element)
      override operator fun remove(element: MutableEntry<K, V>): Boolean
      = removeElement(element)
      ?: throw UnsupportedOperationException("Cannot remove element")
      ?: return false
   }

   protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
   }

   /**
    * Internal implementation of the map: either string-based or hashcode-based.
    * @param <K> the key type
    * @param <V> the value type
    */
   public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
      return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
   }

   /*
    * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
    * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
    * * * *
    * Based on GWT Hashset
    * "build()" (freezing) operation
    * have to make sure mutating methods check `checkIsMutable`
    * public actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {
    *   private var _entries = createEntrySet()
    *   protected open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()
    *   override fun add(element: MutableEntry<K, V>): Boolean
    *   = containsEntry(element)
    *   override fun remove(element: MutableEntry<K, V>): Boolean
    *   = contains(element)
    *   ?: return false
    *   override fun contains(element: MutableEntry<K, V>): Boolean
    *   = false
    *   override fun clear() {
    *      this@HashSet.clear()
    *      structureChanged(this)
    *   }
    *   override fun get(key: K): V? = internalMap.get(key)
    *   override fun put(key: K, value: V): V? = internalMap.put(key, value)
    *   override fun remove(key: K): V? = internalMap.remove(key)
    *   override val size: Int get() = internalMap.size
    *   }
    */
constructor(elements: Collection<E>) {
       map = HashMap<E, Any>(elements.size)
       addAll(elements)
    }

    /**
     * Constructs a new empty 
     * Map with the specified 
     * load factor (ignored).
     */

    public constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    public constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Protected constructor to specify the underlying map. This is used 
     * by the LinkedHashSet class to provide map containment. 
     * @param map underlying map to use.
     */

    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    // public override fun clone(): Any {
    //     return HashSet<E>(this)
    // }

    actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

    actual override val size: Int get() = map.size
}

/**
 * Creates a new instance of the specialized 
 * implementation of 
 * HashMultiset with the specified 
 * String elements, which elements the keys as properties of JS 
 * object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

//
override fun clear() {
    backingMap = createJsMap()
    size = 0
    override fun contains(key: K): Boolean = getEntry(key) != null
    override fun get(key: K): V? = getEntry(key)
    private fun getEntry(key: K): V? = when (val chainOrEntry = getChainOrNull(equality.getHashCode(key))) {
        null -> if (chainOrEntry is Array<*>) {
            return null
        }
        val entry: MutableEntry<K, V> = chainOrEntry
        if (equality.equals(entry.key, key)) {
            return entry
        } else {
            return null
        }
    }

    override fun contains(key: K): Boolean = getEntry(key) != null
    override fun get(key: K): V? = getEntry(key)
    private fun getEntry(key: K): MutableEntry<K, V>? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
        if (entry.isEmpty) {
            return null
        }
        if (size == -1 || entry == null) {
            return null
        }
        val keys: Array<String> = js("Object").keys(backingMap) var keyIndex = -1
        var chainOrEntry: dynamic = null
        var isChain = false
        val itemIndex = 0
        if (itemIndex < chainSize) {
            return 0
        }
        if (itemIndex == chainSize && isChain) {
            return null
        }
        val chainOrEntry = backingMap[keys[keyIndex]]
        isChain = chainOrEntry is Array<*>
        itemIndex = 0
        if (++itemIndex < chainSize) {
            return 0
        }
        return 1
    }

    override fun iterator(): Array<MutableEntry<K, V>>
    return object : Array<MutableEntry<K, V>> {
        var state = -1 // -1 not ready, 0 - ready, 1 - done
        var chainOrEntry: dynamic = null
        var isChain = false
        var itemIndex = -1
        var lastEntry: MutableEntry<K, V>? = null
        private fun computeNext(): Int {
            if (chainOrEntry != null && isChain) {
                val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
                if (++itemIndex < chainSize)
                    return 0
            }
            if (++keyIndex < keys.size) {
                chainOrEntry = backingMap[keys[keyIndex]]
                isChain = chainOrEntry is Array<*>
                itemIndex = 0
                return 0
            }
            return 1
        }

        override fun hasNext(): Boolean {
            if (state == -1)
                state = computeNext()
            return state == 0
        }

        override fun next(): Array<MutableEntry<K, V>> {
            if (!hasNext()) throw NoSuchElementException()
            val lastEntry = if (isChain) {
                chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
            } else {
                chainOrEntry.unsafeCast<MutableEntry<K, V>>()
            }
            this.lastEntry = lastEntry
            state = -1
            return lastEntry
        }

        override fun remove() {
            checkNotNull(lastEntry)
            this@InternalHashCodeMap.remove(lastEntry!!.key)
            lastEntry = null
        }
    }

    private fun getChainOrNull(hashCode: Int): dynamic {
        val chainOrEntry = backingMap[hashCode]
        return if (chainOrEntry === undefined) null else chainOrEntry
    }
}


override operator fun get(key: K): V? {
    if (key != String) return null
    val value = backingMap[key]
    return if (value !== undefined) value.unsafeCast<V>() else null
}

override operator fun get(key: K): V? {
    if (key != String) return null
    val oldValue = backingMap[key]
    if (value !== undefined) {
        jsDeleteProperty(backingMap, key)
        size--
    } else {
        backingMap = createJsMap()
        size = 0
    }
    return oldValue
}

override fun remove(key: K): V? {
    if (key != String) return null
    val value = backingMap[key]
    if (value !== undefined) {
        jsDeleteProperty(backingMap, key)
        size--
    } else {
        valueMod++
    }
    return value.unsafeCast<V>()
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun iterator(): MutableIterator<MutableEntry<K, V>> {
    return object : MutableIterator<MutableEntry<K, V>> {
        private val keys: Array<String> = js("Object").keys(backingMap)
        private val iterator = keys.iterator()
        private var lastKey: String? = null

        override fun hasNext(): Boolean = iterator.hasNext()

        override fun next(): MutableEntry<K, V> {
            val key = iterator.next()
            lastKey = key
            return newMapEntry(key)
        }

        override fun remove() {
            this@InternalStringMap.remove(checkNotNull(lastKey) as K)
        }
    }
}

private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
    override val key: K get() = key
    override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

    override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()
    override fun hashCode(): Int = AbstractMap.entryHashCode(this)
    override fun toString(): String = AbstractMap.entryToString(this)
    override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
}

map.remove(last!!.key) // override fun add(element: MutableEntry<K, V>): Boolean = throw
UnsupportedOperationException("Add is not supported on entries") // override fun clear() {

this@LinkedHashMap.clear() // Unset is supported on entries

override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

checkIsMutable() if (contains(element)) {

this@LinkedHashMap.remove(element.key) // Unset is supported on entries

return true
}

return false

override val size: Int get() =

this@LinkedHashMap.size

override fun checkIsMutable(): Unit =

this@LinkedHashMap.checkIsMutable() // The head of the insert order chain, which is a doubly-linked circular

* list

* The most recently inserted node is at the end

* chain.prev

* An private var head: ChainEntry<K, V>? = null

/** * Add this node to the end of the chain

* An private fun ChainEntry<K, V>.addToEnd() { // This entry is not in the list.

check(next == null && &

prev == null) 

val _head = head

if (_head == null) {

head = this

next = this

prev = this

} else {

// Chain is valid

val _tail = checkNotNull(_head.prev)

// Update me

prev = _tail

next = _head

// Update my new siblings: current head and old tail

_head.prev = this

_tail.next = this

// **/ * Remove this node from the chain it is a part of

* An private fun ChainEntry<K, V>.remove() { if (this.next == this) {

// if this is single

element, remove head

head = null

} else {

if (head == this) {

// if this is first


element, move head to next

head = next

} else {

// prev == prev!

next = prev.next

prev = prev.prev

next = prev

}

// **/ * The hash map that keeps track of our entries and

the chain. Note that we

* duplicate the key here to eliminate changes to Hash Map and minimize the

* code here, at the expense of additional space.

* An private val map: HashMap<K, ChainEntry<K, V>>

* An private var isReadOnly: Boolean = false

/** * Constructs an empty [LinkedHashMap] instance. 

* An actual constructor()

* super() { map = Hash Map<K, ChainEntry<K, V>>() }

* An internal constructor(backing Map: HashMap<K, Any>): super() {

@Suppress("UNCHECKED_CAST") // expected to work due to erasure

map = backing Map as HashMap<K, ChainEntry<K, V>>

/** * Constructs an empty [LinkedHashMap] instance

* An @param initial Capacity the initial capacity

(ignored)

* @param load Factor the load factor (ignored)

* @throws IllegalArgumentException if

the initial capacity or load factor are negative

* An

@ Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

* An actual constructor(initial Capacity: Int, load Factor: Float = 0.0f) :

super(initial Capacity, load Factor) {

map = Hash Map<K, ChainEntry<K, V>>()

/** * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.

* An actual constructor(original: Map<K, V>) {

map = Hash Map<K, ChainEntry<K, V>>()

this.putAll/original()

@PublishedApi internal fun build(): Map<K, V> { checkIsMutable() {

true return this

} actual override fun clear() { checkIsMutable() {

null

head = null

// override fun clone(): Any {

// return LinkedHashMap(this)

null

actual override fun containsKey(key: K): Boolean = map.containsKey(key)

null

actual override fun containsValue(value: V): Boolean {

null

var node: ChainEntry<K, V>

node = head

if (node == null) {

return false

} else {

return old.setValue(value)

null

actual override fun remove(key: K):

null

val old = map.get(key)

if (old == null) {

null

new Entry = ChainEntry/key, value

map.put(key, new Entry)

new Entry.addToEnd()

null

return null

} else {

return old.setValue(value)

null

actual override fun remove(key: K):

null

val entry = map.remove(key)

if (entry != null) {

entry.remove()

return entry.value

null

return null

} null

actual override fun val size: Int get() =

null

return null


map.size internal override fun checkIsMutable() { if (isReadOnly) throw UnsupportedOperationException() } 

internal override fun checkIsMutable() {
    if (isReadOnly) throw UnsupportedOperationException()
}

/**
 * Constructs the specialized implementation of
 * [LinkedHashMap] with [String] keys, which stores the keys as properties of
 * JS object without hashing them.
 *
 * @param loadFactor the load factor (ignored)
 * @throws IllegalArgumentException if the initial capacity or
 * load factor are negative
 * @suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
 * Constructs a new empty
 * [LinkedHashSet].
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

@PublishedApi
internal fun build(): Set<E> {
    (map as LinkedHashMap<E, Any>).build()
    return this
}

internal override fun checkIsMutable(): Unit = map.checkIsMutable()

@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition
        // lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }
}

/** JsName used to make the declaration available outside of module to test it */
@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun override fun print(message: Any?) {
        if (i >= 0) {
            buffer += s.substring(0, i + 1)
            i = i + 1
            var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
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    buffer += String(message)
    flush()
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    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
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if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
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    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
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    buffer += String(message)
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    i = i + 1
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    buffer += String(message)
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    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
}

if (i >= 0) {
    buffer += s.substring(0, i + 1)
    i = i + 1
    var buffer = \n
override fun print(message: Any?) { 
    buffer += String(message)
    flush()
buffer += s
    }\n
    override fun flush() {\n        console.log(buffer)\n        buffer = ""\n    }\n
/** JsName\n    used to make the declaration available outside of module to test it and use at try.kotl.in\n*/\n@JsName("output")\ninternal var output = run {\n    val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")\n    if (isNode) NodeJsOutput(js("process.stdout")) else\n        BufferedOutputToConsoleLog()\n}\n
@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String = js("String")(value)\n
/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n    output.println()\n}\n
/** Prints the given [message] and the line separator to the standard output stream. */\npublic actual fun println(message: Any?) {\n    output.println(message)\n}\n
/** Prints the given [message] to the standard output stream. */\npublic actual fun print(message: Any?) {\n    output.print(message)\n}\n
package kotlin.coroutines\n
import kotlin.coroutines.intrinsics.CoroutineSingletons.*\nimport kotlin.coroutines.EmptyCoroutineContext\n
@PublishedApi\n@SinceKotlin("1.3")\ninternal actual class SafeContinuation<in T> {\n    private val delegate: Continuation<T>\n    init {\n        this.delegate = Continuation(initialResult: Any? = UNDECIDED) { result ->\n            result.getOrThrow()\n        }\n    }\n
    public actual override val context: CoroutineContext\n        get() = delegate.context\n
    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {\n        when {\n            result === UNDECIDED -> {\n                this.result = result.value\n            }\n            result === COROUTINE_SUSPENDED -> {\n                this.result = RESUMED\n                delegate.resumeWith(result)\n            }\n            else -> throw IllegalStateException("Already resumed")\n        }\n    }
}

@PublishedApi\n@SinceKotlin("1.4")\npublic actual open class CancellationException : IllegalStateException {\n    constructor() : super()\n    constructor(message: String?) : super(message)\n    constructor(message: String?, cause: Throwable?) : super(message, cause)\n    constructor(cause: Throwable?) : super(cause)\n}
null

    public fun getMonth(): Int

    public fun getSeconds(): Int

    public fun getTime(): Double

    public fun getTimezoneOffset(): Int

    public fun getUTCDate(): Int

    public fun getUTCDay(): Int

    public fun getUTCFullYear(): Int

    public fun getUTCHours(): Int

    public fun getUTCMilliseconds(): Int

    public fun getUTCMinutes(): Int

    public fun getUTCMonth(): Int

    public fun getUTCSeconds(): Int

    public fun toDateString(): String

    public fun toISOString(): String

    public fun toJSON(): Json

    public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

    public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

    public fun toTimeString(): String

    public fun toUTCString(): String

    public companion object {
        public fun now(): Double

        public fun parse(dateString: String): Double

        public fun UTC(year: Int, month: Int): Double

        public fun UTC(year: Int, month: Int, day: Int): Double

        public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double

        public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double


    }

    public interface LocaleOptions {
        public var localeMatcher: String?

        public var timeZone: String?

        public var hour12: Boolean?

        public var formatMatcher: String?

        public var weekday: String?

        public var era: String?

        public var year: String?

        public var month: String?

        public var day: String?

        public var hour: String?

        public var minute: String?

        public var second: String?

        public var timeZoneName: String?
    }
}

public inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {
    val result = js("new Object()").unsafeCast<Date.LocaleOptions>()
    init(result)
    return result
}
use 'kotlinx.dom.hasClass' instead.

```
inline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)
```

```kotlin
/*
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 */

package kotlin.dom

import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.isElement as newIsElement
import kotlinx.dom.isText as newIsText

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isText' instead.",
    replaceWith = ReplaceWith("this.isText", "kotlinx.dom.isText")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public val Node.isText: Boolean
    inline get() = this.newIsText

```
 /*
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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex ->
            this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range 
[0..$lastIndex]"
    }
}
```

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 */

package kotlin.dom

import org.w3c.dom.Element
import org.w3c.dom.Node
import kotlin.internal.LowPriorityInOverloadResolution
import kotlinx.dom.appendText as newAppendText
import kotlinx.dom.clear as newClear

/**
 * Removes all the children from this node.
 */
@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.clear' instead.",
    replaceWith = ReplaceWith("this.clear()", "kotlinx.dom.clear")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public inline fun Node.clear() =
```
 /*
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 */

package org.w3c.dom

@LowPriorityInOverloadResolution
@Deprecated(
    message = "This API is moved to another package, use 'kotlinx.dom.isElement' instead.",
    replaceWith = ReplaceWith("this.isElement", "kotlinx.dom.isElement")
)
@DeprecatedSinceKotlin(warningSince = "1.4")
public val Node.isElement:
            Boolean
        inline get() = this.newIsElement
```
 /*
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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}
```
 /*
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 */

package org.w3c.dom

public interface Node
```
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 */

package kotlin.js

/**
 * Reinterprets this value
 * as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public
inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T]
 * without any actual type checking.
 */
@kotlin.internal.InlineOnly
@kotlin.internal.NoInfer
public
inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/**
 * Reinterprets this `dynamic`
 * value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.DynamicExtension
@kotlin.internal.InlineOnly
public
inline fun dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic`
 * object in the following cases:
 * - when it has an `iterator` function, * when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 */
@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]() as Iterator<dynamic>
        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()

        else ->
            (r as Iterable<*>).iterator()
    }
}

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 */

@file:kotlin.jvm.JvmName("GroupingKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.collections

/**
 * Represents a source of elements with a `keyOf` function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * - it groups elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of `groupBy` extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 */
@kotlin.internal.InlineOnly
public
package kotlin.collections

/*
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 */

 @}LowPriorityInOverloadResolution
@Deprecated
Element.appendText(text: String): Element = this.newAppendText(text)
@LowPriorityInOverloadResolution
@Deprecated( message = "This API is moved to another package, use 'kotlinx.dom.appendText' instead.", replaceWith = ReplaceWith("this.appendText(text)"), warningSince = "1.1.4") inline fun
results in a new map.
- The key for each element is provided by the Grouping.keyOf function.
- @param operation function is invoked on each element with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it's the first element encountered in the group.
- @return a `Map` associating the key of each group with the result of aggregation of the group elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R>
    Grouping<T, K>.aggregate(
        operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
    ): Map<K, R> {
        return aggregateTo(mutableMapOf<K, R>(), operation)
    }
```

### Grouping.aggregateTo

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.

- @param operation a function that is invoked on each element with the following parameters:
  - `key`: the key of the group this element belongs to;
  - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first element encountered in the group;
  - `element`: the element from the source being aggregated;
  - `first`: indicates whether it's the first element encountered in the group.
- @return a `Map` associating the key of each group with the result of aggregation of the group elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>>
    Grouping<T, K>.aggregateTo(
        destination: M,
        operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
    ): M {
        for (e in this.sourceIterator()) {
            val key = keyOf(e)
            val accumulator = destination[key]
            destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
        }
        return destination
    }
```

### Grouping.fold

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

- @param initialValueSelector a function that provides an initial value of accumulator for each group.
- @param operation a function that is invoked on each element with the following parameters:
  - `key`: the key of the group this element belongs to;
  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being aggregated.
- @return a `Map` associating the key of each group with the result of accumulating the group elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
```

### Grouping.aggregateByRadix

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R>
    GroupingByRadix<T, K>.aggregate(
        operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
    ): Map<K, R> {
        return aggregateTo(mutableMapOf<K, R>(), operation)
    }
```

### Grouping.aggregateByRadixTo

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>>
    GroupingByRadix<T, K>.aggregateTo(
        destination: M,
        operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
    ): M {
        for (e in this.sourceIterator()) {
            val key = keyOf(e)
            val accumulator = destination[key]
            destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
        }
        return destination
    }
```

### Grouping.foldByEvenLengthWithComputedInitialValue

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

- @param initialValueSelector a function that provides an initial value of accumulator for each group.
- @param operation a function that is invoked on each element with the following parameters:
  - `key`: the key of the group this element belongs to;
  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being aggregated.
- @return a `Map` associating the key of each group with the result of accumulating the group elements.

```kotlin
@SinceKotlin("1.1")
public inline fun <T, K, R>
    GroupingByEvenLengthWithComputedInitialValue<T, K, R>.fold(
        initialValueSelector: (key: K, element: T) -> R,
        operation: (key: K, accumulator: R, element: T) -> R
    ): Map<K, R> {
        return aggregate { key, acc, e -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
    }
```
samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo

( destination: M;

initialValueSelector: (key: K, element: T) -> R;

operation: (key: K, accumulator: R, element: T) -> R

): M =

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { key, acc, e, first -> operation(key, if (first)
initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and
 * applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element
 * as arguments, and stores the results in a new map.
 * An initial value of accumulator is the same
 * [initialValue] for each group.
 * @param operation a function that is invoked on each element with the
 * following parameters:
 *  - `key`: the key of the group
 *  - `accumulator`: the current value of the accumulator of the group
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of
 * accumulating the group elements.
 * @sample
 * samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo

( destination: M,

initialValue: R,

operation: (accumulator: R, element: T) -> R

): M =

@Suppress("UNCHECKED_CAST")
aggregateTo(destination) { _, acc, e, first -> operation(if (first)
initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies
 * the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element
 * as arguments, and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each subsequent element of the group
 * with the following parameters:
 *  - `key`: the key of the group
 *  - `accumulator`: the current value of the accumulator of the group
 *  - `element`: the element from the source being accumulated.
 * @return a [Map] associating the key of each group with the result of
 * accumulating the group elements.
 * @sample
 * samples.collections.Grouping.reduceByMaxVowels
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce

( operation: (key: K, accumulator: S, element: T) -> S

): Map<K, S> =

aggregate { key, acc, e, first ->
@Suppress("UNCHECKED_CAST")
    if (first) e else operation(key, acc as S, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation]
 * to the elements of each group sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
 * An initial value of accumulator is the first element of the group.
 * @param operation a function that is invoked on each subsequent element of the group
 * with the following parameters:
 *  - `key`: the key of the group
 *  - `accumulator`: the current value of the accumulator of the group
 *  - `element`: the element from the source being folded.
 * @return a [Map] associating the key of each group with the result of
 * accumulating the group elements.
 * @sample
 * samples.collections.Grouping.reduceByMaxVowelsTo
 */
@SinceKotlin("1.1")
public inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo

( destination: M,

operation: (key: K,
accumulator: S, element: T) -> S
@Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
 * If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the counter for that group. @return the [destination] map associating the key of each group with the count of elements in the group.
 */
@SinceKotlin("1.1")
public fun <T, K : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group to the given [destination] map.
 */
@SinceKotlin("1.1")
public inline fun <T, K : MutableMap<in K, Double>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}

/*
// TODO: sum by long and by double overloads

        foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0L) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}

public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
        fold(0.0) { acc, e -> acc + valueSelector(e)}
*/

package kotlin.js

/**
 */
@Deprecated("Use top-level functions from kotlin.math package instead.", level = DeprecationLevel.ERROR)
public external object Math {
    @Deprecated("Use kotlin.math.PI instead.", ReplaceWith("PI", "kotlin.math.PI"), level = DeprecationLevel.ERROR)
    public val PI: Double
    
    @Deprecated("Use Random.nextDouble instead", ReplaceWith("kotlin.random.Random.nextDouble()", "kotlin.random")
    public fun random(): Double
    
    @Deprecated("Use kotlin.math.abs instead.", ReplaceWith("abs(value)", "kotlin.math.abs"), level = DeprecationLevel.ERROR)
    public fun abs(value: Double): Double
    
    @Deprecated("Use kotlin.math.acos instead.", ReplaceWith("acos(value)", "kotlin.math.acos"), level = DeprecationLevel.ERROR)
    public fun acos(value: Double): Double
    
    @Deprecated("Use kotlin.math.asin instead.", ReplaceWith("asin(value)", "kotlin.math.asin"), level = DeprecationLevel.ERROR)
    public fun asin(value: Double): Double
    
    @Deprecated("Use kotlin.math.atan instead.", ReplaceWith("atan(value)", "kotlin.math.atan"), level = DeprecationLevel.ERROR)
    public fun atan(value: Double): Double
    
    @Deprecated("Use kotlin.math.atan2 instead.", ReplaceWith("atan2(y, x)", "kotlin.math.atan2"), level = DeprecationLevel.ERROR)
    public fun atan2(y: Double, x: Double): Double
    
    @Deprecated("Use kotlin.math.cos instead.", ReplaceWith("cos(value)", "kotlin.math.cos"), level = DeprecationLevel.ERROR)
    public fun cos(value: Double): Double
    
    @Deprecated("Use kotlin.math.exp instead.", ReplaceWith("exp(value)", "kotlin.math.exp"), level = DeprecationLevel.ERROR)
    public fun exp(value: Double): Double
    
    @Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)", "kotlin.math.floor"), level = DeprecationLevel.ERROR)
    public fun floor(value: Double): Double
    
    @Deprecated("Use kotlin.math.log instead.", ReplaceWith("log(value)", "kotlin.math.log"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
    
    @Deprecated("Use kotlin.math.max instead.", ReplaceWith("maxOf(values)", "kotlin.math.max"), level = DeprecationLevel.ERROR)
    public fun max(values: List<Double>): Double
    
    @Deprecated("Use kotlin.math.min instead.", ReplaceWith("minOf(values)", "kotlin.math.min"), level = DeprecationLevel.ERROR)
    public fun min(values: List<Double>): Double
    
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("pow(base, exp)", "kotlin.math.pow"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double
    
    @Deprecated("Use kotlin.math.round instead.", ReplaceWith("round(value)", "kotlin.math.round"), level = DeprecationLevel.ERROR)
    public fun round(value: Double): Double
    
    @Deprecated("Use kotlin.math.sin instead.", ReplaceWith("sin(value)", "kotlin.math.sin"), level = DeprecationLevel.ERROR)
    public fun sin(value: Double): Double
    
    @Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("sqrt(value)", "kotlin.math.sqrt"), level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double
    */
DeprecationLevel.ERROR)

public fun min(vararg values: Int): Int
    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun min(vararg values: Float): Float
    @Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)

public fun min(vararg values: Double): Double
    @Deprecated("Use kotlin.math.sqrt instead.", level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double
    @Deprecated("Use kotlin.math.tan instead.", ReplaceWith("tan(value)", "kotlin.math.tan"), level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double
    @Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", "kotlin.math.ln"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
    @Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)", "kotlin.math.pow"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double
    @Deprecated("Use kotlin.math.round instead.", ReplaceWith("round(value)", "kotlin.math.round"), level = DeprecationLevel.ERROR)
    public fun round(value: Number): Int
    @Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)", "kotlin.math.floor"), level = DeprecationLevel.ERROR)
    public fun floor(value: Number): Int
    @Deprecated("Use kotlin.math.ceil instead.", ReplaceWith("ceil(value)", "kotlin.math.ceil"), level = DeprecationLevel.ERROR)
    public fun ceil(value: Number): Int

    @PublishedApi
    internal fun trunc(value: Number): Double
    @PublishedApi
    internal fun sign(value: Number): Double

    @PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double
    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double
    @PublishedApi
    internal fun expm1(value: Double): Double
    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long = if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION_ERROR")
@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long = if (a >= b) a else b
```kotlin
/**
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String
    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?): T
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:Suppress("DEPRECATION_ERROR")
package kotlin.math

import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region ================ Double Math

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN)` is `NaN`
 * - `sin(+Inf)` is `+Inf`
 * - `sin(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * - `cos(NaN)` is `NaN`
 * - `cos(+Inf)` is `+Inf`
 * - `cos(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * - `tan(NaN)` is `NaN`
 * - `tan(+Inf)` is `+Inf`
 * - `tan(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/** Computes the arc sine of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asin(NaN)` is `NaN`
 * - `asin(+Inf)` is `+Inf`
 * - `asin(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Double): Double = nativeMath.asin(x)

/** Computes the arc cosine of the value [x] in the range from `0.0` to `PI` radians.
 * Special cases:
 * - `acos(NaN)` is `NaN`
 * - `acos(+Inf)` is `+Inf`
 * - `acos(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Double): Double = nativeMath.acos(x)

/** Computes the arc tangent of the value [x] in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `atan(NaN)` is `NaN`
 * - `atan(+Inf)` is `+Inf`
 * - `atan(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Double): Double = nativeMath.atan(x)

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 * - `sinh(NaN)` is `NaN`
 * - `sinh(+Inf)` is `+Inf`
 * - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf`
 * - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `+Inf`
 * - `tanh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

/** Computes the inverse hyperbolic sine of the value [x].
 * Special cases:
 * - `asinh(NaN)` is `NaN`
 * - `asinh(+Inf)` is `+Inf`
 * - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

/** Computes the inverse hyperbolic cosine of the value [x].
 * Special cases:
 * - `acosh(NaN)` is `NaN`
 * - `acosh(+Inf)` is `+Inf`
 * - `acosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

/** Computes the inverse hyperbolic tangent of the value [x].
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `+Inf`
 * - `tanh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)
```

= nativeMath.asinh(x)/\n\n/**
 * Computes the inverse hyperbolic cosine of the value [x].\n * The returned value is positive 'y' such that \cosh(y) = x. \n * Special cases:\n * - \acosh(NaN) is 'NaN' \n * - \acosh(x) is 'NaN' when \x < 1\n * - \acosh(+Inf) is '+Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Computes the inverse hyperbolic tangent of the value [x].\n * Special cases:\n * - returns '+Inf' if any of arguments is infinite\n * - returns 'NaN' if any of arguments is 'NaN'\n * the other is not infinite\n */@SinceKotlin("1.2")@InlineOnly

/**
 * Computes the positive square root of the value [x]\n * Special cases:\n * - '+sqrt(x)' when \x < 0 or 'x' is 'NaN'\n */@SinceKotlin("1.2")@InlineOnly

/**
 * Computes Euler's number 'e' raised to the power of the value [x].\n * Special cases:\n * - 'exp(NaN)' is 'NaN' \n * - 'exp(+Inf)' is '+Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Computes the logarithm of the value [x] to the given base.\n * Special cases:\n * - 'log(x, b)' is 'NaN' if either 'x' or 'b' are 'NaN' \n * - 'log(x, 1)' is '-Inf' \n * - 'log(0, b)' is '+Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Rounds the given value [x] to an integer towards positive infinity.\n * Special cases:\n * - 'ceil(x)' is 'x' where 'x' is 'NaN' or '+Inf' \n * - 'ceil(x)' is 'x' where 'x' is 'NaN' or '+Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Rounds the given value [x] to an integer towards negative infinity.\n * Special cases:\n * - 'floor(x)' is 'x' where 'x' is 'NaN' or '+Inf' \n * - 'floor(x)' is 'x' where 'x' is 'NaN' or '+Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Rounds the given value [x] to an integer towards zero.\n * Special cases:\n * - 'round(x)' is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Rounds the given value [x] to an integer using the two's complement method.\n * Special cases:\n * - 'trunc(x)' is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' \n */@SinceKotlin("1.2")@InlineOnly

/**
 * Computes the square root of the given value [x].\n * Special cases:\n * - '+sqrt(x)' when \x < 0 or 'x' is 'NaN'\n */@SinceKotlin("1.2")@InlineOnly
actual inline fun truncate(x: Double): Double = nativeMath.trunc(x) * @SinceKotlin("1.2")]\npublic actual fun round(x: Double): Double =

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 * Special cases:
 * - round(x) is 'x' where 'x' is 'NaN' or '+Inf' or '-Inf' or already a mathematical integer.
 * @SinceKotlin("1.2")\npublic actual fun round(x: Double): Double =

/**
 * Returns the absolute value of the given value [x].
 * Special cases:
 * - abs(NaN) is 'NaN'
 * @since kotlin "1.2"
 */
@SinceKotlin("1.2")\npublic actual inline fun abs(x: Double): Double =

/**
 * Returns the sign of the given value [x]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 * Special case:
 *   - sign(NaN) is 'NaN'
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun sign(x: Double): Double =

/**
 * Returns the smaller of two values.
 * If either value is 'NaN', then the result is 'NaN'.
 * @since kotlin "1.2"
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun min(a: Double, b: Double): Double =

/**
 * Returns the greater of two values.
 * If either value is 'NaN', then the result is 'NaN'.
 * @since kotlin "1.2"
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun max(a: Double, b: Double): Double =

// extensions

/**
 * Raises this value to the power [x].
 * Special cases:
 * - `b.pow(0.0)` is `1.0`
 * - `b.pow(1.0)` is `b`
 * - `b.pow(NaN)` is 'NaN'
 * - `b.pow(x)` is 'NaN' for `x` != 0.0
 * - `b.pow(Inf)` is 'NaN' for `b` != 0 and `x` is finite
 * - `b.pow(-Inf)` is `1.0` for `b` != 0 and `x` is finite
 * - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite
 * @since kotlin "1.2"
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun Double.pow(x: Double): Double =

/**
 * Returns the absolute value of this value.
 * Special cases:
 * - `NaN.absoluteValue` is `NaN`
 * @see abs function
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline val Double.absoluteValue: Double get() =

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 * Special case:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline val Double.sign: Double get() =

/**
 * Returns this value with the sign bit same as of the `sign` value.
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun Double.withSign(sign: Int): Double =

/**
 * Returns the ulp (unit in the last place) of this value.
 * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
 * Special cases:
 * - `NaN.ulp` is 'NaN'
 * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`
 * - `0.0.ulp` is 'Double.MIN_VALUE'
 * @since kotlin "1.2"
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() =

/**
 * Returns the [Double] value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double =

/**
 * Returns the [Double] value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double =

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 * Special cases:
 * - `x.nextTowards(y)` is 'NaN' if either 'x' or 'y' are 'NaN'
 * - `x.nextTowards(y)` returns this [Double] value nearest to this value in direction from this value towards the value [to].
 * Ties are rounded towards positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double =

Open Source Used In DNAC Platform Guardian 11150
IllegalArgumentException("Cannot round NaN value.\n") this > Int.MAX_VALUE -> Int.MAX_VALUE
this < Int.MIN_VALUE -> Int.MIN_VALUE
else ->
nativeMath.round(this).unsafeCast<Double>().toInt()

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 * - `@throws IllegalArgumentException when this value is NaN`
 * The returned value is `\( y \)` such that `\( \sin(y) = x \)`
 * Computes the inverse hyperbolic sine of the value `x`. This
 * function is `\( \forall x \in \mathbb{R} \) \rightarrow \mathbb{R} \)`
 * @since 1.2
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    this.isNaN() ->
        throw IllegalArgumentException("Cannot round NaN value.\n")
    this > Long.MAX_VALUE ->
        Long.MAX_VALUE
    this < Long.MIN_VALUE ->
        Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

// endregion


// region ================
Float Math ========================================

/** Computes the sine of the angle \( x \) given in radians. \n * Special cases:
 * - `sin(NaN|+Inf|-Inf) = NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle \( x \) given in radians. \n * Special cases:
 * - `cos(NaN|+Inf|-Inf) = NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle \( x \) given in radians. \n * Special cases:
 * - `tan(NaN|+Inf|-Inf) = NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arc sine of the value \( x \). The returned value is an angle in the range from `-\( 0 \)` to `\( PI/2 \)` radians. \n * Special cases:
 * - `asin(x)` is `NaN`, when `x` is an infinity
 * ```
 * \begin{cases}
 * - \pi/2 & \text{if } x < 0 \\
 * 0 & \text{if } x = 0 \\
 * \pi/2 & \text{if } x > 0
 * \end{cases}
 * ```
 * ```
 * ```
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Float): Float =
    nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arc cosine of the value \( x \). The returned value is an angle in the range from `0.0` to `\( PI \)` radians. \n * Special cases:
 * - `acos(x)` is `NaN`, when `x` is outside the range [-1.0, 1.0]
 * ```
 * \begin{cases}
 * - \pi/2 & \text{if } x < -1 \\
 * 0 & \text{if } x = -1 \\
 * \pi/2 & \text{if } x > 1 \\
 * \pi/2 & \text{if } x = 1
 * \end{cases}
 * ```
 * ```
 * ```
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Float): Float =
    nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arc tangent of the value \( x \). The returned value is an angle in the range from `-\( PI/2 \)` to `\( PI/2 \)` radians. \n * Special cases:
 * - `atan(x)` is `NaN`, when `x` is an infinity
 * ```
 * \begin{cases}
 * - \pi/2 & \text{if } x < -1 \\
 * 0 & \text{if } x = -1 \\
 * \pi/2 & \text{if } x > 1 \\
 * \pi/2 & \text{if } x = 1
 * \end{cases}
 * ```
 * ```
 * ```
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toFloat()

/** Computes the arc tangent of the value \( x \) and \( y \). The returned value is an angle in the range from `-\( PI/2 \)` to `\( PI/2 \)` radians. \n * Special cases:
 * - `atan2(x, y)` is `NaN`, when `y` is an infinity
 * ```
 * \begin{cases}
 * - \pi/2 & \text{if } x < 0 \\
 * 0 & \text{if } x = 0 \\
 * \pi/2 & \text{if } x > 0
 * \end{cases}
 * ```
 * ```
 * ```
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float =
    nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()

/** Computes the hyperbolic sine of the value \( x \). \n * Special cases:
 * - `sinh(NaN)` is `NaN`
 * - `sinh(+Inf)` is `+Inf`
 * - `sinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Float): Float =
    nativeMath.sinh(x.toDouble()).toFloat()

/** Computes the hyperbolic cosine of the value \( x \). \n * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf`
 * - `cosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cosh(x: Float): Float =
    nativeMath.cosh(x.toDouble()).toFloat()
cosine of the value \( x \).

\[
\text{acosh}(x) = \sqrt{x^2 + 1} - x
\]


\[
\text{atanh}(x) = \frac{\ln(1 + x) - \ln(1 - x)}{2}
\]

\[
\text{hypot}(x, y) = \sqrt{x^2 + y^2}
\]

\[
\text{sqrt}(x) = \sqrt{x}
\]

\[
\exp(x) = e^x
\]

\[
\expm1(x) = \exp(x) - 1
\]

\[
\log(x, b) = \ln(x) / \ln(b)
\]

\[
\ln(x) = \log_e(x)
\]

\[
\log10(x) = \log_{10}(x)
\]

\[
\log2(x) = \log_2(x)
\]

\[
\ln1p(x) = \ln(1 + x)
\]

\[
\text{ceil}(x) = \lceil x \rceil
\]

\[
\text{floor}(x) = \lfloor x \rfloor
\]

\[
\text{truncate}(x) = \text{int}(x)
\]
actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat() * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun round(x: Float): Float = round(x.toDouble()).toFloat() * Returns the absolute value of the given value [x].

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat() * Returns the sign of the given value [x]:

- `abs(NaN)` is `NaN`
- `abs(+Inf)` is `+Inf`
- `abs(-Inf)` is `-Inf`
- `abs(x)` is `x` for `x` not a mathematical integer.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b).toDouble().toFloat() * Returns the smaller of two values.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b).toDouble().toFloat() * Returns the greater of two values.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun pow(x: Float): Float = nativeMath.pow(x.toDouble(), y.toDouble()).toFloat() * Raises the power to the power [x].

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat() * Returns the absolute value of this value.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun sign: Float get() = nativeMath.sign(this.toDouble()).toFloat() * Returns the sign of this value:

- `-1.0` if the value is negative,
- `0.0` if the value is zero,
- `-1.0` if the value is positive.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat() * Returns the value with the sign bit same as of the [sign] value.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat() * Returns the value with the sign bit same as of the [sign] value.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun roundToInt(): Int = toDouble().roundToInt() * Rounds this [Float] value to the nearest integer and converts the result to [Int].

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun roundToLong(): Long = toDouble().roundToLong() * Rounds this [Float] value to the nearest integer and converts the result to [Long].

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun min(a: Int, b: Int): Int = if (a < b) a else b * Returns the smaller of two values.

*\*\*@SinceKotlin("1.2\")@InlineOnly@public actual inline fun max(a: Int, b: Int): Int = if (a > b) a else b * Returns the greater of two values.

---

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@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)

/**
 * Returns the absolute value of this value.
 * Special cases:
 * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Int.absoluteValue: Int get() = abs(this)

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 * @see absoluteValue extension property for [Long]
 */
@SinceKotlin("1.2")
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

/**
 * Returns the absolute value of the given value [n].
 * Special cases:
 * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow
 * @see absoluteValue extension property for [Long]
 */
@SinceKotlin("1.2")
public actual inline fun abs(n: Long): Long = if (n < 0) -n else n

/**
 * Counts the number of set bits in the binary representation of this 
 * number (NaN value, 'false' otherwise).
 * @see Int.countOneBits()
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this 
 * number (NaN value, 'false' otherwise).
 * @see Int.countLeadingZeroBits()
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("DEPRECATION_ERROR")
@kotlin.internal.InlineOnly
public actual fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this 
 * number (NaN value, 'false' otherwise).
 * @see Int.countTrailingZeroBits()
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant bit of this 
 * number (NaN value, 'false' otherwise).
 * @see Int.takeHighestOneBit()
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl (Int.SIZE_BITS - 1 - countLeadingZeroBits())
Returns a number having a single bit set in the position of the least significant set bit of this [Int] number, \(n \ast 0\) or zero, if this number is zero.

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit this and -
    this\(\text{n} \land \text{n} \text{\#} * \ast \text{n}\) Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\(n \ast n\) * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count;\(n \ast n\) * number.rotateLeft(-n) == number.rotateRight(n)\(\text{n} \ast \text{n}\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count;\(n \ast n\) * number.rotateRight(-n) == number.rotateLeft(n)\(\text{n} \ast \text{n}\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * `number.rotateRight(n) == number.rotateRight(n \% 32)`
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Int.takeHighestOneBit(): Int =
    when (val high = this.high) {
        0 -> Long(low.takeHighestOneBit(), 0)
        else -> high.takeHighestOneBit()
    }
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Int.takeLowestOneBit(): Int =
    when (val low = this.low) {
        0 -> Low(0, high.takeLowestOneBit())
        else -> Low(low, high.takeLowestOneBit())
    }
```

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)
```

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS +
        low.countLeadingZeroBits()
        else -> high.countLeadingZeroBits()
    }
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS +
        high.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long(low.takeHighestOneBit(), 0)
        else -> Long(0, high.takeHighestOneBit())
    }
```

```kotlin
@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(low, high.takeLowestOneBit())
    }
```

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi actual fun Int.rotateLeft(bitCount: Int): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit this and -
    this\(\text{n} \land \text{n} \text{\#} * \ast \text{n}\) Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\(n \ast n\) * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count;\(n \ast n\) * number.rotateLeft(-n) == number.rotateRight(n)\(\text{n} \ast \text{n}\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count;\(n \ast n\) * number.rotateRight(-n) == number.rotateLeft(n)\(\text{n} \ast \text{n}\) * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\(n \ast n\) * `number.rotateRight(n) == number.rotateRight(n \% 32)`
```
right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n * `number.rotateRight(-n) == number.rotateLeft(n)`.

 * Rotating by a multiple of `[Long.SIZE_BITS]` (64) returns the same number, or more generally: \n * `number.rotateRight(n) == number.rotateRight(n % 64)`.

 *@SinceKotlin("1.3")* @ExperimentalStdlibApi @kotlin.internal.InlineOnly

```kotlin
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)
```

---

`Promise` class exposes the JavaScript `Promise` object. Implementation follows the standard.

```kotlin
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?): Promise<S>
    
    @LowPriorityInOverloadResolution
    public open fun <S>
        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S>
        catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Promise<out T>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun resolve<out T>: Promise<T>
    }
}
```

---

The `defaultPlatformRandom()` function uses a JavaScript `Math.random()` method to generate a random number.

```kotlin
private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53
```

---

`@ExperimentalAssociatedObjects` is an experimental marker for associated objects API.

```kotlin
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
public annotation class ExperimentalAssociatedObjects

@ExperimentalAssociatedObjects
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class AssociatedObjectKey
```

---

The experimental marker for associated objects API.\n
```
* Any usage of a declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by
* annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`.
```

---

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---

`defaultPlatformRandom()` function implementation:

```
internal actual fun defaultPlatformRandom(): Random =
    Random(js("(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())
```

---

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constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.

```kotlin
constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.

```
createCovariantKTypeProjection(type: KType): KTypeProjection =
KTypeProjection.covariant(type)

createInvariantKTypeProjection(type: KType): KTypeProjection =
KTypeProjection.invariant(type)

createContravariantKTypeProjection(type: KType): KTypeProjection =
KTypeProjection.contravariant(type)

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments &&
                isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)
        val classifierName = when {
            kClass == null ->
            kClass.simpleName != null -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", ",", ",") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifier.to_STRING() + 
                kClass.simpleName + null -> kClass.simpleName
                else -> "(non-denotable type)"
            }

    private fun KTypeProjection.asString(): String {
        if (variance == null) return "*"
        return
            variance.prefixString() + type.toString()
    }
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {
    @JsName("anyClass")
    val anyClass =
        PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass =
        NothingKClassImpl()

    @JsName("booleanClass")
    val booleanClass =
        PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass =
        PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass =
        PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array>>(), "Array", { it is Array })

    @JsName("stringClass")
    val stringClass =
        PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })
}
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {
    return if (js("Array").isArray(jClass)) {
        getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())
    } else {
        getKClass1(jClass.unsafeCast<JsClass<T>>())
    }
}

@JsName("getKClassM")
internal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {
    1 ->
    getKClass1(jClasses[0])
    0 -> NothingKClassImpl.unsafeCast<KClass<T>>()
    else ->
        ErrorKClass().unsafeCast<KClass<T>>()
}

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> = when (jsTypeOf(e)) {
    "string" -> PrimitiveClasses.stringClass
    "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
        PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
    "boolean" -> PrimitiveClasses.booleanClass
    "function" -> PrimitiveClasses.functionClass
    "object" -> when (e is BooleanArray)
        PrimitiveClasses.booleanArrayClass
    else when (e is CharArray)
        PrimitiveClasses.charArrayClass
    else when (e is ByteArray)
        PrimitiveClasses.byteArrayClass
    else when (e is ShortArray)
        PrimitiveClasses.shortArrayClass
    else when (e is IntArray)
        PrimitiveClasses.intArrayClass
    else when (e is LongArray)
        PrimitiveClasses.longArrayClass
    else when (e is FloatArray)
        PrimitiveClasses.floatArrayClass
    else when (e is DoubleArray)
        PrimitiveClasses.doubleArrayClass
    else when (e is KClass<*>)
        KClass::class
    else when (e is Array<*>)
        PrimitiveClasses.arrayClass
    else {
        when (e)
            e is BooleanArray -> PrimitiveClasses.booleanArrayClass
        e is CharArray -> PrimitiveClasses.charArrayClass
        e is ShortArray -> PrimitiveClasses.shortArrayClass
        e is IntArray -> PrimitiveClasses.intArrayClass
        e is FloatArray -> PrimitiveClasses.floatArrayClass
        e is DoubleArray -> PrimitiveClasses.doubleArrayClass
        else
            KClass<*>.class
    }
}

fun functionClass(arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity) ?: run {
        val result =
        PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Function>>(), "Function
        { jsTypeOf(it) !== "function" && it.asDynamic().length !== arity })
        functionClasses.asDynamic()[arity]
        result
    }
}

private val functionClasses =
    arrayOfNulls<KClassImpl<Any>>(0)

private val ThrowableClass =
    PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable
    { jsTypeOf(it) !== Throwable })

private val BooleanArrayClass =
    PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray
    { jsTypeOf(it) !== BooleanArray })

private val CharArrayClass =
    PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray
    { jsTypeOf(it) !== CharArray })

private val ByteArrayClass =
    PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray
    { jsTypeOf(it) !== ByteArray })

private val ShortArrayClass =
    PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray
    { jsTypeOf(it) !== ShortArray })

private val IntArrayClass =
    PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray
    { jsTypeOf(it) !== IntArray })

private val LongArrayClass =
    PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray
    { jsTypeOf(it) !== LongArray })

private val FloatArrayClass =
    PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray
    { jsTypeOf(it) !== FloatArray })

private val DoubleArrayClass =
    PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray
    { jsTypeOf(it) !== DoubleArray })

private val AnyClass =
    PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any
    { jsTypeOf(it) !== Any })

private val ArrayClass =
    PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array>>(), "Array
    { jsTypeOf(it) !== Array })

private val ObjectClass =
    PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Object>>(), "Object
    { jsTypeOf(it) !== Object })

private val NullClass =
    PrimitiveKClassImpl(js("null").unsafeCast<JsClass<Null>>(), "Null
    { jsTypeOf(it) !== Null })

private val UndefinedClass =
    PrimitiveKClassImpl(js("undefined").unsafeCast<JsClass<Undefined>>(), "Undefined
    { jsTypeOf(it) !== Undefined })

private val ErrorClass =
    PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Error>>(), "Error
    { jsTypeOf(it) !== Error })

private val NothingClass =
    PrimitiveKClassImpl(js("nothing").unsafeCast<JsClass<Nothing>>(), "Nothing
    { jsTypeOf(it) !== Nothing })

private val KClass =
    PrimitiveKClassImpl(js("KClass").unsafeCast<JsClass<KClass>>(), "KClass
    { jsTypeOf(it) !== KClass })

private val DynamicType =
    PrimitiveKClassImpl(js("DynamicType").unsafeCast<JsClass<DynamicType>>(), "DynamicType
    { jsTypeOf(it) !== DynamicType })

private val Dynamic =
    DynamicKClassImpl()
JsClass<T>): KClass<T> {
    if (jClass === js("String")) return

    val metadata = jClass.asDynamic().$metadata
    return if (metadata != null) {
        if (metadata.$kClass == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.$kClass = kClass
            kClass
        } else {
            metadata.$kClass
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}
this string builder of the last occurrence of the specified [string].
    * The last occurrence of empty string `"\n"` is considered to be at the index equal to `this.length`.
    * Returns `-1` if the specified [string] does not occur
    in this string builder.

    * @SinceKotlin("1.4.4")
    * @WasExperimental(ExperimentalStdlibApi::class)
    actual fun lastIndexOf(string: String): Int = this.string.asDynamic().lastIndexOf(string)
    */
    * Returns the index within this string builder of the last occurrence of the specified [string].
    * starting from the specified [startIndex] toward the beginning.
    * * @throws IndexOutOfBoundsException if [index] is less than zero or the length of this string
    builder starting at the specified [startIndex].

    * the overall effect is exactly as if the [value]
    were converted to a string by the `value.toString()` method,
    and then that string was inserted into this string
    builder at the specified [index].
    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

    * @SinceKotlin("1.4.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: Boolean): StringBuilder {
        AbstractList.checkPositionIndex(index, length)

        string = string.substring(0, index) + value.toString() + string.substring(index)
        return this
    }

    * Inserts the string representation of the specified boolean [value] into this string
    builder at the specified [index] and returns this instance.
    * @param value the character sequence from which characters are inserted. If
    [value] is `null`, then the four characters `"null"` are inserted.

    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

    * @SinceKotlin("1.4.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: Char): StringBuilder {

        string = string.substring(0, index) + value + string.substring(index)
        return this
    }

    * Inserts characters in the specified character array
    [value] into this string builder at the specified [index] and returns this instance.
    * @param value the character sequence from which characters are inserted. If
    [value] is `null`, then the four characters `"null"` are inserted.

    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

    * @SinceKotlin("1.4.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: CharSequence?): StringBuilder {

        string = string.substring(0, index) + value.concatToString() + string.substring(index)
        return this
    }

    * Inserts characters in the specified character sequence
    [value] into this string builder at the specified [index] and returns this instance.
    * @param value the character sequence from which characters are inserted. If
    [value] is `null`, then the four characters `"null"` are inserted.

    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

    * @SinceKotlin("1.4.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: CharArray): StringBuilder {

        string = string.substring(0, index) + value.concatToString() + string.substring(index)
        return this
    }

    * Inserts characters in the specified character array
    [value] into this string builder at the specified [index] and returns this instance.
    * @param value the character sequence from which characters are inserted. If
    [value] is `null`, then the four characters `"null"` are inserted.

    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

    * @SinceKotlin("1.4.4")
    @WasExperimental(ExperimentalStdlibApi::class)
    actual fun insert(index: Int, value: Any?): StringBuilder {

        string = string.substring(0, index) + value.toString() + string.substring(index)
        return this
    }

    * Inserts the string [value] into this string builder at the specified [index] and returns
    this instance.
    * @param value the character sequence from which characters are inserted. If
    [value] is `null`, then the four characters `"null"` are inserted.

    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

* @param index the index of `Char` to remove.
* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
* @WasExperimental(ExperimentalStdlibApi::class)

public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
    return this
}/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 * @WasExperimental(ExperimentalStdlibApi::class)

public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [destination] array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)

    var dstIndex = destinationOffset
    for (index in startIndex until endIndex) {
        destination[dstIndex++] = string[index]
    }
}

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    @OptIn(ExperimentalStdlibApi::class)
    string += value.concatToString(startIndex, endIndex)
    return this
}

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    string += stringCsq.substring(startIndex, endIndex)
    return this
}

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when `index > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun insertRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    @OptIn(ExperimentalStdlibApi::class)
    string += value.concatToString(startIndex, endIndex)
    return this
}

/**
 * Inserts a subsequence of the specified character sequence [value] into this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is inserted.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when `index > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)

public fun insertRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
    string += stringCsq.substring(startIndex, endIndex)
    return this
}
insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)

    @OptIn(ExperimentalStdlibApi::class)
    string =
    string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, length)

    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
    return this
}

/**
 * Clears
 * the content of this string builder making it empty and returns this instance.
 *
 * @sample
 * samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 *
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or
 * `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
    this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 *
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not
 * remove the entire supplementary character.
 *
 * @param index the index of `Char` to remove.
 *
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 *
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder =
    this.deleteRange(startIndex, endIndex)
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
    this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [startIndex].
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in the same order as in the [value] character sequence, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at [index].
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, array: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, array, startIndex, endIndex)
subsequence is inserted.

 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =

StringBuilder.insertRange(index, value, startIndex, endIndex)

package kotlin.text

public actual fun Char.isWhitespace(): Boolean = toString().matches("[\\s\\xA0\"]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =

js("String.fromCharCode")(toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar()

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =

js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)
number and returns the result.
* @throws NumberFormatException if the string is not a valid representation of a number.
* @public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)
* Parses the string as a [Long] number and returns the result.
* @throws NumberFormatException if the string is not a valid representation of a number.
* @public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)
* Parses the string as a [Long] number and returns the result.
* @throws NumberFormatException if the string is not a valid representation of a number.
* @public actual fun String.toDouble(): Double = toDoubleOrNull().also { if (it.isNaN() && !this.isNaN())
* it == 0.0 && this.isBlank()}
* Parses the string as a [Double] number and returns the result.
* @throws NumberFormatException if the string is not a valid representation of a number.
* @public actual fun String.toDoubleOrNull(): Double? = toDoubleOrNull().takeIf { it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank()}
* Parses the string as a [Double] number and returns the result or `null` if the string is not a valid representation of a number.
* @public actual fun String.toFloat(): Float = toDouble().unsafeCast<Float>().also {
* if (it.isNaN() && !this.isNaN() || it == 0.0 &&
* this.isBlank())
* numberFormatError(this)
* Parses the string as a [Float] number and returns the result.
* @throws NumberFormatException if the string is not a valid representation of a number.
* @public actual fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()
* Parses the string as a [Float] number and returns the result or `null` if the string is not a valid representation of a number.

---

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode.
     * In multiline mode the expressions `\^` and `\$` match just after or just before, `\n` respectively, a line terminator or the end of the input sequence.
     * MULTILINE("m")\n     * Represents the results from a single capturing group within a [MatchResult] of [Regex].
     * MULTILINE\n     * Represents a compiled regular expression.
     * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
     * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
     */

---

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constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))
/** Creates a regular expression from the specified [pattern] string and the default options. */
public actual constructor(pattern: String) : this(pattern, emptySet())
/** The set of options that were used to create this regular expression. */
public actual val options: Set<RegexOption> = options.toSet()
private val nativePattern: RegExp = RegExp(pattern, options.map{
    it.value
}.joinToString(separator = "\"" + "\"" + "\"" + "\"" + "\"" + "\"" + "\"" + "\"" + "\""
/** Indicates whether the regular expression matches the entire [input]. */
public actual infix fun matches(input: CharSequence): Boolean {
    nativePattern.reset()
    val match = nativePattern.exec(input.toString())
    return match != null && match.index == 0 &&
    nativePattern.lastIndex == input.length
/** Indicates whether the regular expression can find at least one match in the specified [input]. */
public actual fun containsMatchIn(input: CharSequence): Boolean {
    nativePattern.reset()
    return nativePattern.test(input.toString())
/** Returns the first match of a regular expression in the [input], beginning at the specified [startIndex]. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}\n"
    }
    return nativePattern.findNext(input.toString(), startIndex)
/** Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex]. */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {
    if (startIndex < 0 || startIndex > input.length) {
        throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}\n"
    }
    return generateSequence({ find(input, startIndex) }, { match -> match.next() })
/** Attempts to match the entire [input] CharSetSequence against the pattern. */
public actual fun matchEntire(input: CharSetSequence): MatchResult? {
    if (pattern.startsWith('^') && pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
/** Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression. */
@param replacement A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details.
public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSetSequence): String {
    var match = find(input) if (match == null) return
    var lastStart = 0
    val length = input.length
    val sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length &&& match != null)
    if (lastStart < length) {
        sb.append(input, lastStart, length)
    }
    return sb.toString()
/** Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression. */
@param replacement A replacement expression that can include substitutions. See [String.prototype.replace](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/String/replace) function docs for details.
public actual inline fun replace(input: CharSetSequence, transform: (MatchResult) -> CharSetSequence): String { return input.toString().replace(input, transform) }
actual fun replaceFirst(input: CharSequence, replacement: String): String {
    val nonGlobalOptions = options.map { it.value.joinToString(separator = ",") } return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) /* Splits the [input] CharSequence around matches of this regular expression. 
    *ln * @param limit Non-negative value specifying the maximum number of substrings the string can be split to. 
    * Zero by default means no limit is set. 
    */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) } val result = mutableListOf<String>(\0) var lastStart = 0
            for (match in matches) {
                result.add(input.subSequence(lastStart, match.range.start).toString())
                lastStart = match.range.endInclusive + 1
            }
            result.add(input.subSequence(lastStart, input.length).toString()) /* Returns the string representation of this regular expression, namely the [pattern] of this regular expression. 
    */
    *note that another regular expression constructed from the same pattern string may have different [options] and may match strings differently. 
    */
    public override fun toString(): String = nativePattern.toString() /* Returns a regular expression pattern string that matches the specified [literal] string literally. 
    */
    */
    public fun escape(literal: String): String = literal.nativeReplace(patternEscape, \"\\$&\") /* Creates a regular expression from the specified [pattern] string and the specified single [option]. 
    */
    @Deprecated("Provided for binary compatibility\", level = DeprecationLevel.HIDDEN)
    @JsName("Regex_sb3q2\$\")
    public fun Regex_0(pattern: String, option: RegexOption): Regex = Regex(pattern, setOf(option)) /* Creates a regular expression from the specified [pattern] string and the default options. 
    */
    @Deprecated("Provided for binary compatibility\", level = DeprecationLevel.HIDDEN)
    @JsName("Regex_61zpoe\$\")
    public fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet()) /* ERP: [nativeIndexOf] 
    */
    internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex) /* ERP: [nativeLastIndexOf] 
    */
    internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)
}
public fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startOffset] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =
    regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)

/**
 * Returns a copy of this string having its first letter titlecased using the rules of the default locale, or the original string if it's empty or already starts with a title case letter.
 */
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() + substring(1) else this
}

/**
 * Returns a copy of this string having its first letter lowercased using the rules of the default locale, or the original string if it's empty or already starts with a lower case letter.
 */
public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() + substring(1) else this
}

/**
 * Returns a string containing this char sequence repeated [n] times.
 * @throws [IllegalArgumentException] when n < 0.
 */
public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"), Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "gi" else "g"), newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""), Regex.escapeReplacement(newChar))
nativeReplace(RegExp.escape(oldChar.toString())), if (ignoreCase) \"i\" else \"\", newChar.toString())\n */

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 * LICENSE.txt file.
 */

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */
@OptIn(ExperimentalStdlibApi::class)

private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at \$\{index - 1\}\")
    return -size
}

private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor -0x1E080
}

private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        if (byte2 and 0xC0 == 0x80) {
            return malformed(1, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor byte2 xor byte3 xor -0x1E080
}

    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        if (byte2 and 0xC0 == 0x80) {
            return malformed(1, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor byte2 xor byte3 xor byte4 xor -0x1E080
}

    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        if (byte2 and 0xC0 == 0x80) {
            return malformed(1, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor byte2 xor byte3 xor byte4 xor byte5 xor -0x1E080
}
malformed(1, index, throwOnMalformed)

val byte4 = bytes[index + 2].toInt()

if (byte4 and 0xC0 != 0x80) {
    return malformed(2, index, throwOnMalformed)
}

return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80

/**
 * Maximum number of bytes needed to encode a single char.
 * Code points in `0..0x7F` are encoded in a single byte.
 * Code points in `0x80..0x7FF` are encoded in two bytes.
 * Code points in `0x800..0xD7FF` are encoded in three bytes.
 * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.
 */
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
    0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @return the encoded byte array.
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int,
    throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length &&
        startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0x80).toByte()
                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex,
                    endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0x3F).toByte()
                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
                    bytes[byteIndex++] = (codePoint and 0x3F).toByte()
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be decoded.
 * @return the decoded string.
 */
internal fun decodeUtf8(bytes: ByteArray,
    startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex++, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                }
            }
            else -> { // Surrogate char value
                if (byteIndex == endIndex) {
                    val byte = bytes[byteIndex++].toInt()
                    stringBuilder.append(byte.toChar())
                } else {
                    val byte = bytes[byteIndex++].toInt()
                    if (byte < 0) {
                        stringBuilder.append(REPLACEMENT_CHAR)
                        byteIndex += -code
                    } else {
                        stringBuilder.append(REPLACEMENT_CHAR)
                        byteIndex += -code
                    }
                }
            }
        }
    }

    return stringBuilder.toString()
throwOnMalformed() if (code <= 0) {
            stringBuilder.append(REPLACEMENT_CHAR)
            byteIndex += -code
        } else {
            val high = (code - 0x10000) shr 10 or 0xD800
            val low = (code and 0x3FF) or 0xDC00
            stringBuilder.append(high.toChar())
            stringBuilder.append(low.toChar())
            byteIndex += 3
        }
    }
}

return stringBuilder.toString()
```kotlin
for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {
    val c = stack[stack.lastIndex - pos]
    if (c != topStack[topStack.lastIndex - pos]) break
    if (c == '\n') {
        commonFrames += 1
        preLastBreak = lastBreak
        lastBreak = pos
    }
}

if (commonFrames <= 1) return stack

while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)] == ' ')
    preLastBreak -= 1

return stack.dropLast(preLastBreak) + "... and ${commonFrames - 1} more common stack frames skipped"

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 */

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e3),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e3),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e3),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e3)
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

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 */

package kotlin.time

import org.w3c.performance.GlobalPerformance
import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
internal actual object MonotonicTimeSource : TimeSource {

    private val actualSource: TimeSource = run {
        val isNode: Boolean = js("typeof process !== 'undefined' && process.versions && !!process.versions.node")
        if (isNode)
            HrTimeSource(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource) ?: DateNowTimeSource
    }

    override fun markNow(): TimeMark = actualSource.markNow()
}

internal external interface Process {
    fun hrtime(time: Array<Double> = definedExternally): Array<Double>
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startedAt = process.hrtime()
        override fun elapsedNow(): Duration = process.hrtime(startedAt).let { (seconds, nanos) -> seconds.seconds + nanos.nanoseconds }
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = performance.now()
    override fun toString(): String = "TimeSource(self.performance.now())"
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {
    override fun read(): Double = kotlin.js.Date.now()
    override fun toString(): String = "TimeSource(Date.now())"
}

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 */

package kotlin.time

import kotlin.js.json
import kotlin.math.*

internal actual fun formatToExactDecimals(value: Double, decimals: Int): String {
    val rounded = if (decimals == 0) {
        value
    } else {
        val pow = 10.0.pow(decimals)
        kotlin.js.Math.round(abs(value) * pow) / pow * sign(value)
    }
    return rounded.asDynamic().toFixed(decimals).unsafeCast<String>()
}
```

---

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string builder at the specified [index] and returns this instance.

* */

* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Char): StringBuilder
/**

* Inserts characters in the specified character array [value] into this string builder at the specified [index] and
returns this instance.

* */

* The inserted characters go in same order as in the [value] character array, starting at [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: CharArray): StringBuilder
/**

* Inserts characters in the specified character array [value] into this string builder at the specified [index] and
returns this instance.

* */

* The inserted characters go in the same order as in the [value] character sequence, starting at [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Any?): StringBuilder
/**

* Inserts the string [value] into this string builder at the specified [index] and returns this instance.

* */

* If [value] is `null`, then the four characters `\"null\"` are inserted.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: CharSequence?): StringBuilder
/**

* Inserts the string representation of the specified object [value] into this string builder at the specified [index]
and returns this instance.

* */

* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,
and then that string was inserted into this string builder at the specified [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Char): StringBuilder
/**

* Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and
returns this instance.

* */

* The inserted characters go in same order as in the [value] character sequence, starting at [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: String?): StringBuilder
/**

* Inserts the string [value] into this string builder at the specified [index] and returns this instance.

* */

* If [value] is `null`, then the four characters `\"null\"` are inserted.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Array<Char>): StringBuilder
/**

* Inserts characters in the specified character array [value] into this string builder at the specified [index] and
returns this instance.

* */

* The inserted characters go in the same order as in the [value] character array, starting at [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int): StringBuilder
/**

* Inserts characters in this string builder at the specified [index] and returns this instance.

* */

* The inserted characters go in same order as in the char sequence, starting at [index].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun clear(): StringBuilder
/**

* Clears the content of this string builder making it empty and returns this instance.

* */

* @sample samples.text.Strings.clearStringBuilder

* */

@SinceKotlin("1.3")
public expect fun StringBuilder.clear(): StringBuilder
* */

* Sets the character at the specified [index] to the specified [value].

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun trimToSize(): StringBuilder
/**

* Resizes this string builder and then updates each character by index may slow down your program.

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [newLength] is less than zero or
greater than the length of this string builder.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun setLength(newLength: Int): StringBuilder
/**

* Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the
[length] (exclusive).

* */

* @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun substring(startIndex: Int, endIndex: Int): String
/**

* Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex]
(exclusive).

* */

* @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or
[endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun substring(startIndex: Int, endIndex: Int): String
/**

* Attempts to reduce storage used for this string builder.

* If the backing storage of this string builder is larger than necessary to hold its current contents, then it may be
resized to become more space efficient.

* Calling this method may, but is not required to, affect the value of the [capacity] property.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun trimToSize(): StringBuilder
/**

* Clears the content of this string builder making it empty and returns this instance.

* */

* @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.

* */

@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect operator fun
StringBuilder.set(index: Int, value: Char) * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

/*
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with. If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [destination] array indices range.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length): CharArray

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters go in same order as in the [value] array, starting at specified [index].
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] into the specified [index] is out of bounds of this string builder.
 * @param index the index of `Char` to remove.
 * @param startInRange the beginning (inclusive) of the range to remove.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 * @throw IndexOutOfBoundsException or [IllegalArgumentException] if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun StringBuilder.deleteCharAt(index: Int): StringBuilder
IllegalArgumentException} when [startIndex] or [endIndex] is out of range of the [value] array indices or when
`startIndex > endIndex`.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the
length of this string builder.

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public expect fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.
* The inserted characters go in the same order as in the [value] character
sequence, starting at [index].
* @param index the position in this string builder to insert at.
* @param value the character sequence from which a subsequence is inserted.
* @param startIndex the beginning (inclusive) of the subsequence to insert.
* @param endIndex the end (exclusive) of the subsequence to insert.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public expect fun
StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int):
StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")@Deprecated("Use
append(value: Any?) instead", ReplaceWith("append(value = obj)"),
DeprecationLevel.WARNING)@kotlin.internal.InlineOnly@nullable inline fun StringBuilder.append(obj: Any?):
StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] with the given [capacity]
* using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")@kotlin.internal.InlineOnly@nullable inline fun
String(capacity: Int, builderAction: StringBuilder.() -> Unit): String {
    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return StringBuilder(capacity).apply(builderAction).toString()
}

/**
 * Appends all arguments to the
* given StringBuilder.
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in
        value)
        append(item)
    return this
}

/**
 * Appends all arguments to the
* given StringBuilder,
* followed by a line feed character (`\n`).
 */
public fun StringBuilder.appendLine(vararg value: Any?): StringBuilder

/** Appends a line feed character (`\n`) to this StringBuilder.
 */
@SinceKotlin("1.4")@kotlin.internal.InlineOnly@nullable inline fun StringBuilder.appendLine():
StringBuilder

/** Appends a line feed character (`\n`) to this [StringBuilder], followed by a line feed character (`\n`).
 */
@SinceKotlin("1.4")@kotlin.internal.InlineOnly@nullable inline fun StringBuilder.appendLine(value: CharSequence?):
StringBuilder = append(value).appendLine()
Apache 2.0 license that can be found in the license/LICENSE.txt file.

```kotlin
package kotlinx.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 * @since Kotlin("1.4")
 * @return this
 */
val Node.isText: Boolean
get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 * @since Kotlin("1.4")
 * @return this
 */
val Node.isElement: Boolean
get() = nodeType == Node.ELEMENT_NODE

fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}
```

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package org.w3c.dom

@Deprecated("Use `as` instead.", ReplaceWith("`as`"))
var HTMLLinkElement.as_
    get() = `as`
    set(value) {
        `as` = value
    }

@Deprecated("Use `is` instead.", ReplaceWith("`is`"))
var ElementCreationOptions.is_
    get() = `is`
    set(value) {
        `is` = value
    }

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
    var depth: Boolean? /* = true */
    var stencil: Boolean? /* = false */
    var antialias: Boolean? /* = true */
    var premultipliedAlpha: Boolean? /* = true */
    var preserveDrawingBuffer: Boolean? /* = false */
    var preferLowPowerToHighPerformance: Boolean? /* = false */
    var failIfMajorPerformanceCaveat: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}
```

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external abstract class WebGLFramebuffer : WebGLObject{
  * Exposes the JavaScript WebGLFramebuffer
}

/**
 * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferData(target: Int, data: BufferDataSource?, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int)
    fun createBuffer(): WebGLBuffer?
    fun createFramebuffer(): WebGLFramebuffer?
    fun createProgram(): WebGLProgram?
    fun createRenderer(): WebGLRenderer
    fun createShader(type: Int): WebGLShader
    fun createTexture(): WebGLTexture
    fun cullFace(mode: Int)
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderer(renderer: WebGLRenderer)
    fun deleteShader(shader: WebGLShader?)
    fun depthFunc(func: Int)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun disable(cap: Int)
    fun disableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int)
    fun enable(cap: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderer(platform: Int, target: Int)
}
fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertextAttrib1f(index: Int, x: Float)
fun vertextAttrib1fv(index: Int, values: dynamic)
fun vertextAttrib2f(index: Int, x: Float, y: Float)
fun vertextAttrib2fv(index: Int, values: dynamic)
fun vertextAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertextAttrib3fv(index: Int, values: dynamic)
fun vertextAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertextAttrib4fv(index: Int, values: dynamic)
fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val SRC_ALPHA: Int
    val DST_COLOR: Int
    val DST_ALPHA: Int
    val SRC_ALPHA_SATURATE: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val BLEND_DST_RGB: Int
    val BLEND_SRC_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_SRC_ALPHA: Int
    val CONSTANT_COLOR: Int
    val CONSTANT_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val FRONT_AND_BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITEMASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_FAIL: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF: Int
    val STENCIL_VALUE_MASK: Int
    val STENCIL_BACK_FUNC: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_PASS: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val VIEWPORT: Int
    val UNPACK_ALIGNMENT: Int
    val PACK_ALIGNMENT: Int
    val MAX_TEXTURE_SIZE: Int
    val MAX_VIEWPORT_DIMS: Int
    val SUBPIXEL_BITS: Int
    val RED_BITS: Int
    val GREEN_BITS: Int
    val BLUE_BITS: Int
}
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[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin

```kotlin
public external interface ArrayBufferView : BufferDataSource {
    val buffer: ArrayBuffer
    val byteOffset: Int
    val byteLength: Int
    fun set(array: Uint8Array, offset: Int = definedExternally)
    fun set(array: Array<Byte>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint8Array
}

class Int8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Byte) { asDynamic()[index] = value }
}

class Uint8Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8Array)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Byte) { asDynamic()[index] = value }
}

class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Byte) { asDynamic()[index] = value }
}

class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Short = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Short) { asDynamic()[index] = value }
}

class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Short = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Short) { asDynamic()[index] = value }
}
```

[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin

```kotlin
class Uint8ClampedArray : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint8ClampedArray)
    constructor(array: Array<Byte>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Byte = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Byte) { asDynamic()[index] = value }
}

class Int16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Short = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Short) { asDynamic()[index] = value }
}
```

[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin

```kotlin
class Uint16Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint16Array)
    constructor(array: Array<Short>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val buffer: ArrayBuffer
    override val byteOffset: Int
    override val byteLength: Int
    fun get(index: Int): Short = asDynamic()[index]@kotlin.internal.InlineOnly
    fun set(index: Int, value: Short) { asDynamic()[index] = value }
}
```
fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value } /* Exposes the JavaScript Uint16Array to Kotlin */

/**
 * Exposes the JavaScript Int32Array to Kotlin
 */
public external open class Int32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Int32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    fun set(array: Int32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Int32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript Uint32Array to Kotlin
 */
public external open class Uint32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Uint32Array)
    constructor(array: Array<Int>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    fun set(array: Uint32Array, offset: Int = definedExternally)
    fun set(array: Array<Int>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Uint32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.get(index: Int): Int = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript Float32Array to Kotlin
 */
public external open class Float32Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float32Array)
    constructor(array: Array<Float>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    fun set(array: Float32Array, offset: Int = definedExternally)
    fun set(array: Array<Float>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float32Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.get(index: Int): Float = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript Float64Array to Kotlin
 */
public external open class Float64Array : ArrayBufferView {
    constructor(length: Int)
    constructor(array: Float64Array)
    constructor(array: Array<Double>)
    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)
    open val length: Int
    override val byteLength: Int
    fun set(array: Float64Array, offset: Int = definedExternally)
    fun set(array: Array<Double>, offset: Int = definedExternally)
    fun subarray(start: Int, end: Int): Float64Array

    companion object {
        val BYTES_PER_ELEMENT: Int
    }
}

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.get(index: Int): Double = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript DataView to Kotlin
 */
public external open class DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) : ArrayBufferView {
    override val byteLength: Int
    fun getInt8(byteOffset: Int): Byte
    fun getUint8(byteOffset: Int): Byte
    fun getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
    fun getInt32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int
    fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
    fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double
    fun getInt8(byteOffset: Int, value: Byte = 0)
    fun getUint8(byteOffset: Int, value: Byte = 0)
    fun getInt16(byteOffset: Int, value: Byte = 0)
    fun getUint16(byteOffset: Int, value: Byte = 0)
    fun getInt32(byteOffset: Int, value: Byte = 0)
    fun getUint32(byteOffset: Int, value: Byte = 0)
    fun getFloat32(byteOffset: Int, value: Byte = 0)
    fun getFloat64(byteOffset: Int, value: Byte = 0)
}
fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)

fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)

fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)

open external abstract class CSSStyleSheet:

open val ownerRule: CSSRule?

open val cssRules: CSSRuleList

fun insertRule(rule: String, index: Int): Int

fun deleteRule(index: Int)

abstract class StyleSheetList : ItemArrayLike<StyleSheet>

override fun item(index: Int): StyleSheet? = asDynamic()[index]

interface LinkStyle

val sheet: StyleSheet? = definedExternally

abstract class CSSRule

open val type: Short

open var cssText: String

open val parentRule: CSSRule?

open val parentStyleSheet: CSSStyleSheet?

val HELD_RULE: Short

val CHARSET_RULE: Short

val IMPORT_RULE: Short

val MEDIA_RULE: Short

val FONT_FACE_RULE: Short

val PAGE_RULE: Short

val MARGIN_RULE: Short

val NAMESPACE_RULE: Short

abstract class CSSMediaRule : CSSGroupingRule

open val media: MediaList

abstract class CSSPageRule : CSSGroupingRule

open val selectorText: String

open val style: CSSStyleDeclaration

val HELD_RULE: Short

val CHARSET_RULE: Short

val IMPORT_RULE: Short

val MEDIA_RULE: Short

val FONT_FACE_RULE: Short

val PAGE_RULE: Short

val MARGIN_RULE: Short

val NAMESPACE_RULE: Short

abstract class CSSMarginRule : CSSRule

open val name: String

open val style: CSSStyleDeclaration

val HELD_RULE: Short

val CHARSET_RULE: Short

val IMPORT_RULE: Short

val MEDIA_RULE: Short

val FONT_FACE_RULE: Short

val PAGE_RULE: Short

val MARGIN_RULE: Short

val NAMESPACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short

/**
 * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignItems: String
    open var alignContent: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backgroundAttachment: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var background: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var captionSide: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var counterSelector: String
    open var counterStyle: String
    open var direction: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var fontFamily: String
    open var fontSize: String
    open var fontStyle: String
    open var fontWeight: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexGrow: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontKerning: String
    open var fontLanguageOverride: String
    open var fontStretch: String
    open var fontStyle: String
    open var fontSynthesis: String
    open var fontVariant: String
    open var fontVariantAlternates: String
    open var fontVariantCaps: String
    open var fontVariantEastAsian: String
    open var fontVariantLigatures: String
    open var fontVariantNumeric: String
    open var fontVariantPosition: String
    open var fontWeight: String
    open var hangingPunctuation: String
    open var height: String
    open var hyphens: String
    open var imageOrientation: String
    open var imageRendering: String
    open var imeMode: String
    open var
justifyContent: String
open var left: String
open var letterSpacing: String
open var listStyle: String
open var lineHeight: String
open var listStyleImage: String
open var listStylePosition: String
open var listStyleType: String
open var marqueeDirection: String
open var marqueePlayCount: String
open var marqueeSpeed: String
open var margin: String
open var marginBottom: String
open var marginLeft: String
open var marginRight: String
open var marginTop: String
open var mark: String
open var markAfter: String
open var markBefore: String
open var navDown: String
open var navIndex: String
open var navLeft: String
open var navRight: String
open var navUp: String
open var objectFit: String
open var objectPosition: String
open var opacity: String
open var order: String
open var orphans: String
open var outline: String
open var outlineColor: String
open var overflowWrap: String
open var overflowX: String
open var overflowY: String
open var padding: String
open var paddingBottom: String
open var paddingLeft: String
open var paddingRight: String
open var paddingTop: String
open var pageBreakAfter: String
open var pageBreakBefore: String
open var pageBreakInside: String
open var perspective: String
open var perspectiveOrigin: String
open var phonemes: String
open var position: String
open var quotes: String
open var rest: String
open var restAfter: String
open var restBefore: String
open var tabSize: String
open var tableLayout: String
open var textAlign: String
open var textAlignLast: String
open var textCombineUpright: String
open var textDecoration: String
open var textDecorationColor: String
open var textDecorationLine: String
open var textDecorationStyle: String
open var textIndent: String
open var textJustify: String
open var textOrientation: String
open var textOverflow: String
open var textShadow: String
open var textTransform: String
open var wordBreak: String
open var wordSpacing: String
open var wordWrap: String
open var writingMode: String
open var zIndex: String

fun getPropertyValue(property: String): String
fun getPropertyValuePriority(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally)
fun setProperty(property: String, value: String)
fun setPropertyPriority(property: String, priority: String)
fun removeProperty(property: String): String

override fun item(index: Int): String

operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]
org.w3c.dom.pointerevents.*import org.w3c.dom.svg.*import org.w3c.dom.url.*import org.w3c.fetch.*import org.w3c.files.*import org.w3c.notifications.*import org.w3c.performance.*import org.w3c.workers.*import org.w3c.xhr.*

public external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var audioCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
    var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var persistentState: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
        get() = definedExternally
        set(value) = definedExternally
    var sessionTypes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"] = sessionTypes
    return o
}

public external interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var robustness: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""): MediaKeySystemMediaCapability {
    val o = js("({})")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}

public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}

public external abstract class MediaKeys {
    fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession
}

public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration: Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var onkeystatuseschange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    open var onmessage: ((MessageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun get(keyId: dynamic): Any?
}

public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {
    open val messageType: MediaKeyMessageType
    open val message: ArrayBuffer

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaKeyMessageEventInit : EventInit {
        var messageType: MediaKeyMessageType?
            get() = definedExternally
            set(value) = definedExternally
        var message: ArrayBuffer?
            get() = definedExternally
            set(value) = definedExternally
        var bubbles: Boolean?
            get() = definedExternally
            set(value) = definedExternally
    }

    fun createMediaKeys(): Promise<MediaKeys>
    fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String): Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun remove(): Promise<Unit>
}

public external open class MediaKeyMessageType {
    open val type: String
    open val encoding: String
    open val message: ArrayBuffer
    open val bubbles: Boolean
    open val cancelable: Boolean
}

fun createMediaKeys(): Promise<MediaKeys>
fun generateRequest(initDataType: String, initData: dynamic): Promise:Unit
fun load(sessionId: String): Promise:Boolean
fun update(response: dynamic): Promise:Unit
fun close(): Promise:Unit
fun remove(): Promise:Unit

o["composed"] = composed
    return o
}

public external open class MediaEncryptedEvent(type: String,
    eventInitDict: MediaEncryptedEventInit = definedExternally): Event {
    open val initData: ArrayBuffer? = null
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        initDataType: String? /* = \"\" */
        get() = definedExternally
        set(value) = definedExternally
        initData: ArrayBuffer?
        get() = definedExternally
        set(value) = definedExternally
        AT_TARGET = definedExternally
    }

    initDataType: String? /* = \"\" */
    initData: ArrayBuffer?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface MediaEncryptedEventInit : EventInit {
    var initDataType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
        var initData: ArrayBuffer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["initDataType"] = initDataType
    o["initData"] = initData
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeysRequirement {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeySessionType {
    companion object
}

public inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = "temporary".asDynamic().unsafeCast<MediaKeySessionType>()

public inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = "persistent-license".asDynamic().unsafeCast<MediaKeySessionType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyStatus {
    companion object
}

public inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = "usable".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = "expired".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = "released".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = "status-pending".asDynamic().unsafeCast<MediaKeyStatus>()

public inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = "internal-error".asDynamic().unsafeCast<MediaKeyStatus>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaKeyMessageType {
    companion object
}

public inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = "license-request".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = "license-renewal".asDynamic().unsafeCast<MediaKeyMessageType>()

public inline val MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = "license-release".asDynamic().unsafeCast<MediaKeyMessageType>()

package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?

    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short

        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"]= return
    o["*"] = *
    return o
}

/**
 * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short

        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int

    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean

    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short

        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */

    var screenY: Int? /* = 0 */

    var clientX: Int?

    var clientY: Int?

    var ctrlKey: Boolean

    var shiftKey: Boolean

    var altKey: Boolean

    var metaKey: Boolean

    var button: Short?

    var buttons: Short?

    var relatedTarget: EventTarget?

    var region: String?

    var pageX: Double?

    var pageY: Double?

    var x: Double?

    var y: Double?

    var offsetX: Double?

    var offsetY: Double?

    fun getModifierState(keyArg: String): Boolean
}

@kotlin.internal.InlineOnly
definedExternally
set(value) = definedExternally
var shiftKey: Boolean? /* = false */
var altKey: Boolean? /* = false */
var metaKey: Boolean? /* = false */
var view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false); WheelEventInit {\n val o = js("{}")\n o["screenX"] = screenXn\n o["screenY"] = screenYn\n o["clientX"] = clientXn\n o["clientY"] = clientYn\n o["button"] = buttonn\n o["relatedTarget"] = relatedTargetn\n o["region"] = regionn\n o["ctrlKey"] = ctrlKeyn\n o["shiftKey"] = shiftKeyn\n o["altKey"] = altKeyn\n o["metaKey"] = metaKeyn\n o["modifierAltGraph"] = modifierAltGraphn\n o["modifierCapsLock"] = modifierCapsLockn\n o["modifierFn"] = modifierFnn\n o["modifierNumLock"] = modifierNumLockn\n o["modifierHyper"] = modifierHypern\n o["modifierNumLock"] = modifierNumLockn\n o["modifierSuper"] = modifierSupern\n o["modifierSymbol"] = modifierSymboln\n o["view"] = viewn\n o["detail"] = detailn\n o["bubbles"] = bubblesn\n o["cancelable"] = cancelablen\n o["composed"] = composedn\n return o\n}"\n}

/** Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val
deltaX: Double
open val deltaY: Double
open val deltaZ: Double
open val deltaMode: Int

companion object {
val DOM_DELTA_PIXEL: Int
val DOM_DELTA_LINE: Int
val DOM_DELTA_PAGE: Int
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

public external interface WheelEventInit : MouseEventInit {
var deltaX: Double? /* = 0.0 */
get() = definedExternally
set(value) = definedExternally
var deltaY: Double? /* = 0.0 */
get() = definedExternally
set(value) = definedExternally
var deltaZ: Double? /* = 0.0 */
get() = definedExternally
set(value) = definedExternally
var deltaMode: Int? /* = 0 */
get() = definedExternally
set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WheelEventInit(deltaX: Double? = 0.0,
deltaY: Double? = 0.0,
deltaZ: Double? = 0.0,
deltaMode: Int? = 0,
screenX: Int? = 0,
screenY: Int? = 0,
clientX: Int? = 0,
clientY: Int? = 0,
button: Short? = 0,
buttons: Short? = 0,
relatedTarget: EventTarget? = null,
region: String? = null,
ctrlKey: Boolean? = false,
shiftKey: Boolean? = false,
altKey: Boolean? = false,
metaKey: Boolean? = false,
modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false,
modifierFnLock: Boolean? = false,
modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false,
modifierSymbol: Boolean? = false,
cancelable: Boolean? = false,
view: Window? = null,
detail: Int? = 0,
bubbles: Boolean? = false,
}

/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String,
eventInitDict: InputEventInit = definedExternally) : UIEvent {
open val data: String
open val isComposing: Boolean

companion object {
val NONE: Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}

public external interface InputEventInit : UIEventInit {
var data: String? /* = "" */
get() = definedExternally
set(value) = definedExternally
var isComposing: Boolean? /* = false */
get() = definedExternally
set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun InputEventInit(data: String? = "",
isComposing: Boolean? = false,
view: Window? = null,
detail: Int? = 0,
bubbles: Boolean? = false,
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String,
eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
open val key: String
open val code: String
open val location: Int
open val ctrlKey: Boolean
open val shiftKey: Boolean
open val altKey: Boolean
open val metaKey: Boolean
open val repeat: Boolean

fun getModifierState(keyArg: String): Boolean

companion object {
val DOM_KEY_LOCATION_STANDARD: Int
val DOM_KEY_LOCATION_LEFT: Int
val DOM_KEY_LOCATION_RIGHT: Int
val DOM_KEY_LOCATION_NUMPAD: Int
val NONE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short
}
interface EventListener {
    fun handleEvent(event: Event)
}

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * 
 * AUTO-GENERATED, DO NOT EDIT!
 * See github.com/kotlin/dukat for details.
 * 
 * Inline/external abstract class HTMLAllCollection {
 *   open val length: Int
 *   fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?
 *   fun namedItem(name: String): UnionElementOrHTMLCollection?
 *   
 *   @kotlin.internal.InlineOnly
 *   public inline operator fun HTMLAllCollection.get(index: Int): Element? =
 *       asDynamic()[index]
 * 
 *   @kotlin.internal.InlineOnly
 *   public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? =
 *       asDynamic()[name]
 * 
 *   /**
 *    * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin.
 *   */
 *   public external abstract class HTMLFormControlsCollection : HTMLCollection
 * 
 *   /**
 *    * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin.
 *   */
 *   public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
 *     open var value: String
 *   }
 * 
 *   /**
 *    * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin.
 *   */
 *   public external abstract class HTMLOptionsCollection : HTMLCollection {
 *     override var length: Int
 *     open var selectedIndex: Int
 *     fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
 *     fun remove(index: Int)
 *     
 *     @kotlin.internal.InlineOnly
 *     public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) {
 *       asDynamic()[index] = option
 *     }
 * 
 *   /**
 *    * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin.
 *   */
 *   public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
 *     ElementContentEditable, ElementCSSInlineStyle {
 *     open var title: String
 *     open var lang: String
 *     open var translate: Boolean
 *     open var dir: String
 *     open val dataset: DOMStringMap
 *     open var hidden: Boolean
 *     open var tabIndex: Int
 *     open var accessKey: String
 *     open val accessKeyLabel: String
 *     open var draggable: Boolean
 *     open val dropzone: DOMTokenList
 *     open var contextMenu: HTMLMenuElement?
 *     open var spellcheck: Boolean
 *     open var innerText: String
 *     open val offsetParent: Element?
 *     open val offsetTop: Int
 *     open val offsetLeft: Int
 *     open val offsetWidth: Int
 *     open val offsetHeight: Int
 *     fun click()
 *     fun focus()
 *     fun blur()
 *     fun forceSpellCheck()
 *     
 *     companion object {
 *       val ELEMENT_NODE: Short
 *       val ATTRIBUTE_NODE: Short
 *       val TEXT_NODE: Short
 *       val CDATA_SECTION_NODE: Short
 *       val ENTITY_REFERENCE_NODE: Short
 *       val ENTITY_NODE: Short
 *       
 *       val DOCUMENT_NODE: Short
 *       val DOCUMENT_TYPE_NODE: Short
 *       val DOCUMENT_FRAGMENT_NODE: Short
 *       val NOTATION_NODE: Short
 *       val DOCUMENT_POSITION_DISCONNECTED: Short
 *       val DOCUMENT_POSITION_PRECEDING: Short
 *       val DOCUMENT_POSITION_FOLLOWING: Short
 *       val DOCUMENT_POSITION_CONTAINS: Short
 *       val DOCUMENT_POSITION_CONTAINED_BY: Short
 *       val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *       
 *       function blur()
 *       function forceSpellCheck()
 *       companion object {
 *         val ELEMENT_NODE: Short
 *         val ATTRIBUTE_NODE: Short
 *         val TEXT_NODE: Short
 *         val CDATA_SECTION_NODE: Short
 *         val ENTITY_REFERENCE_NODE: Short
 *         val ENTITY_NODE: Short
 *         val DOCUMENT_NODE: Short
 *         val DOCUMENT_TYPE_NODE: Short
 *         val DOCUMENT_FRAGMENT_NODE: Short
 *         val NOTATION_NODE: Short
 *         val DOCUMENT_POSITION_DISCONNECTED: Short
 *         val DOCUMENT_POSITION_PRECEDING: Short
 *         val DOCUMENT_POSITION_FOLLOWING: Short
 *         val DOCUMENT_POSITION_CONTAINS: Short
 *         val DOCUMENT_POSITION_CONTAINED_BY: Short
 *         val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
 *       }
 *     }
 * }
 */
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var as: RequestDestination
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open var sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin
 */
public
external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var var: String
    open var vLink: String
    open var alink: String
    open var bgColor: String
    open var background: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin
 */
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin
 */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin
 */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*/

external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCES: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin

*public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin

*external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin

*external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open var complete: Boolean
    open var referrerPolicy: String
    open var name: String
    open var lowsrc: String
    open var align: String
    open var hspace: Int
    open var vspace: Int
    open var longDesc: String
    open var border: String
    open var x: Int
    open var y: Int

    companion object {
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
*\n
```kotlin
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var valueType: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
     */
    public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
        open var width: Int
        open var height: Int
        open val videoWidth: Int
        open val videoHeight: Int
        open var poster: String
        open var playsInline: Boolean
        companion object {
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
     */
    public external abstract class HTMLAudioElement : HTMLMediaElement {
        companion object {
            val NETWORK_EMPTY: Short
            val NETWORK_IDLE: Short
            val NETWORK_LOADING: Short
            val NETWORK_NO_SOURCE: Short
            val HAVE_NOTHING: Short
            val HAVE_METADATA: Short
            val HAVE_CURRENT_DATA: Short
            val HAVE_FUTURE_DATA: Short
            val HAVE_ENOUGH_DATA: Short
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
     */
    public external abstract class HTMLTrackElement : HTMLElement {
        open var kind: String
        open var src: String
        open var srclang: String
        open var label: String
        open var default: Boolean
        open val readyState: Short
        open val track: TextTrack
        companion object {
            val NONE: Short
            val LOADING: Short
            val LOADED: Short
            val ERROR: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        }
    }
}
```
/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: MediaProvider?
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    open val mediaKeys: MediaKeys?
    open var onencrypted: ((Event) -> dynamic)?
    open var onwaitingforkey: ((Event) -> dynamic)?

    fun load()

    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?

    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?

    fun getTrackById(id: String): VideoTrack?
}

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abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String):
        VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind: String
    open val label: String
    open val language: String
    open var selected: Boolean
    open val sourceBuffer: SourceBuffer?
}

public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String):
        TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    open val sourceBuffer: SourceBuffer?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript [TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript [TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_AFTER_LAST: Short
        val DOCUMENT_POSITION_BEFORE_FIRST: Short
        val DOCUMENT_POSITION_AFTER_PRECEDING: Short
        val DOCUMENT_POSITION_BEFORE_FOLLOWING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
    }
}
/**
 * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 */
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
 */
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open val elements: HTMLFormControlsCollection
    open val length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

 /**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin */
public external abstract class HTMLLabelElement : HTMLElement {
    open val form: HTMLFormElement?
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENTPOSITIONIMPLEMENTATIONSPECIFIC: Short
    }
}

 /**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open val files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open val list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var src: String
    open var step: String
    open var type: String
    open var defaultValue: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    ...
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? =
asDynamic()![index]@kotlin.internal.InlineOnly\npublic inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()![index] = option }

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
open var autofocus: Boolean
open var cols: Int
open var dirName: String
open var disabled: Boolean
open val form: HTMLFormElement
open var inputMode: String
open var maxLength: Int
open var minLength: Int
open var name: String
open var placeholder: String
open var required: Boolean
open var rows: Int
open var wrap: String
open val type: String
open var defaultValue: String
open var value: String
open val textLength: Int
open val willValidate: Boolean
open val validity:ValidityState
open val validationMessage: String
open val labels: NodeList
open val open var selectionEnd: Int
open val open var selectionDirection: String
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

fun setRangeText(replacement: String)
fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)
```kotlin
/**
 * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
```
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
[ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin*/
public external
abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the
JavaScript HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to
Kotlin*/
public external abstract class HTMLDetailsElement :HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
    get() = definedExternally
}
set(value) = definedExternally

@kotlin.internal.InlineOnly
RelatedEventInit{"n val o = js("({})")"n o["relatedTarget"] = relatedTarget
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed

return o

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement: HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing,CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun resetTransform()
    fun setTransform(transform: dynamic = definedExternally)
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var imageSmoothingQuality: ImageSmoothingQuality
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
}

public external interface CanvasShadowStyles {
    var shadowColor: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var shadowOffsetX: Int
        get() = definedExternally
        set(value) = definedExternally
    var shadowOffsetY: Int
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasFilters {
    var filter: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasRect {
    var rect: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasDrawPath {
    var path: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasUserInterface {
    var enabled: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var active: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasText {
    var font: String
        get() = definedExternally
        set(value) = definedExternally
    var textAlign: String
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasDrawImage {
    fun drawImage(image: CanvasImageSource, x: Double, y: Double, width: Double, height: Double)
}

public external interface CanvasHitRegion {
    var enableHitRegion: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasImageData {
    var data: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasPathDrawingStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var lineWidth: Int
        get() = definedExternally
        set(value) = definedExternally
    var miterLimit: Int
        get() = definedExternally
        set(value) = definedExternally
    var lineCap: String
        get() = definedExternally
        set(value) = definedExternally
    var lineJoin: String
        get() = definedExternally
        set(value) = definedExternally
    var lineDash: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasTextDrawingStyles {
    var fontStyle: String
        get() = definedExternally
        set(value) = definedExternally
    var fontVariant: String
        get() = definedExternally
        set(value) = definedExternally
    var textAlignVertical: String
        get() = definedExternally
        set(value) = definedExternally
}

public external interface CanvasPath {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var lineWidth: Int
        get() = definedExternally
        set(value) = definedExternally
    var miterLimit: Int
        get() = definedExternally
        set(value) = definedExternally
    var lineCap: String
        get() = definedExternally
        set(value) = definedExternally
    var lineJoin: String
        get() = definedExternally
        set(value) = definedExternally
    var lineDash: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

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CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)
}

public external interface CanvasDrawPath {
    fun beginPath()
    fun strokeLineTo(x: Double, y: Double)
    fun strokeLineTo(x: Double, y: Double, x2: Double, y2: Double)
    fun strokePath()
    fun clip(fillRule: CanvasFillRule = definedExternally)
    fun resetClip()
    fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean
    fun isPointInStroke(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean
}

public external interface CanvasUserInterface {
    fun drawFocusIfNeeded(element: Element)
    fun drawFocusIfNeeded(path: Path2D, element: Element)
    fun scrollPathIntoView()
    fun scrollPathIntoView(path: Path2D)
}

public external interface CanvasText {
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)
    fun measureText(text: String): TextMetrics
}

public external interface CanvasDrawImage {
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)
    fun drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)
    fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double)
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public external abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public external abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally)
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public external abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val val...
DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun clearData(format: String = definedExternally)

/**
 * Exposes the JavaScript

 * DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin
 */
public external abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()
}

@kotlin.internal.InlineOnly
public inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]

/**
 * Exposes the JavaScript

 * DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin
 */
public external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript

 * DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dataTransfer"] = dataTransfer
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["buttons"] = buttons
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript

 * [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */
public *
var onresize: ((Event) -> dynamic)?
get() = definedExternally

var onscroll: ((Event) -> dynamic)?
get() = definedExternally

var onseeked: ((Event) -> dynamic)?
get() = definedExternally

var onseeking: ((Event) -> dynamic)?
get() = definedExternally

var onselect: ((Event) -> dynamic)?
get() = definedExternally

var onshow: ((Event) -> dynamic)?
get() = definedExternally

var onstalled: ((Event) -> dynamic)?
get() = definedExternally

var onsubmit: ((Event) -> dynamic)?
get() = definedExternally

var onsuspend: ((Event) -> dynamic)?
get() = definedExternally

var ontimeupdate: ((Event) -> dynamic)?
get() = definedExternally

var ontoggle: ((Event) -> dynamic)?
get() = definedExternally

var onvolumechange: ((Event) -> dynamic)?
get() = definedExternally

var onwaiting: ((Event) -> dynamic)?
get() = definedExternally

var ongotpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onlostpointercapture: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerdown: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointermove: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerup: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointercancel: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerover: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerout: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerenter: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onpointerleave: ((PointerEvent) -> dynamic)?
get() = definedExternally

var onhashchange: ((HashChangeEvent) -> dynamic)?
get() = definedExternally

var onlanguagechange: ((Event) -> dynamic)?
get() = definedExternally

var onmessage: ((MessageEvent) -> dynamic)?
get() = definedExternally

var onoffline: ((Event) -> dynamic)?
get() = definedExternally

var ononline: ((Event) -> dynamic)?
get() = definedExternally

var onpagehide: ((PageTransitionEvent) -> dynamic)?
get() = definedExternally

var onpageshow: ((PageTransitionEvent) -> dynamic)?
get() = definedExternally

var onrejectionhandled: ((Event) -> dynamic)?
get() = definedExternally

var onstorage: ((StorageEvent) -> dynamic)?
get() = definedExternally

var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
get() = definedExternally

var onunload: ((Event) -> dynamic)?
get() = definedExternally

var oncopy: ((ClipboardEvent) -> dynamic)?
get() = definedExternally

var cut: ((ClipboardEvent) -> dynamic)?
get() = definedExternally

var paste: ((ClipboardEvent) -> dynamic)?
get() = definedExternally

var oncontextmenu: ((MouseEvent) -> boolean)?
get() = definedExternally

** Exposes the JavaScript [WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin

* An public external interface WindowEventHandlers { in var onafterprint: ((Event) -> dynamic)?
get() = definedExternally

var onbeforeprint: ((Event) -> dynamic)?
get() = definedExternally

var onbeforeunload: ((BeforeUnloadEvent) -> String)?
get() = definedExternally

var onhashchange: ((HashChangeEvent) -> dynamic)?
get() = definedExternally

var onlanguagechange: ((Event) -> dynamic)?
get() = definedExternally

var onmessage: ((MessageEvent) -> dynamic)?
get() = definedExternally

var onoffline: ((Event) -> dynamic)?
get() = definedExternally

var ononline: ((Event) -> dynamic)?
get() = definedExternally

var onpagehide: ((PageTransitionEvent) -> dynamic)?
get() = definedExternally

var onpageshow: ((PageTransitionEvent) -> dynamic)?
get() = definedExternally

var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
get() = definedExternally

var onunload: ((Event) -> dynamic)?
get() = definedExternally

var oncopy: ((ClipboardEvent) -> dynamic)?
get() = definedExternally

var cut: ((ClipboardEvent) -> dynamic)?
get() = definedExternally
to Kotlin
*\n\nval origin: String
val caches: CacheStorage
fun btoa(data: String): String
fun atob(data: String): String
fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearTimeout(handle: Int = definedExternally)
fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>
fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
fun vibrate(pattern: dynamic): Boolean

*\n\nval appCodeName: String
val appName: String
val appVersion: String
val platform: String
val product: String
val productSub: String
val userAgent: String
val vendor: String
val vendorSub: String
fun taintEnabled(): Boolean

*\n\nval language: String
val languages: Array<out String>

fun registerProtocolHandler(scheme: String, url: String, title: String)
fun registerContentHandler(mimeType: String, url: String, title: String)
fun isProtocolHandlerRegistered(scheme: String, url: String): String
fun isContentHandlerRegistered(mimeType: String, url: String): String
fun unregisterProtocolHandler(scheme: String, url: String)
fun unregisterContentHandler(mimeType: String, url: String)

val cookieEnabled: Boolean

*\n\nval plugins: PluginArray
val mimeTypes: MimeTypeArray
fun javaEnabled(): Boolean

*\n\nval name: String
val description: String
val filename: String
fun item(index: Int): MimeType?
fun namedItem(name: String): MimeType?

*\n\nval inline operator fun PluginArray.get(index: Int): MimeType? = asDynamic()![index]

val inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()![name]
asDynamic()\[\text{index}\]@n\{@kotlin.internal.InlineOnly\}/n\n@public inline operator fun Plugin.getName(): String):
MimeType? = asDynamic()\[\text{name}\]@n*/n * Exposes the JavaScript
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */@n/public external abstract class MimeType\{\nopen val type: String\nopen val value: String\nopen val suffixes: String\nopen val enabledPlugin: Plugin\n*/n\n\n/**
 * Exposes the JavaScript
 [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */
public external abstract class MimeType: CanvasImageSource, TexImageSource\{\nopen val width: Int\nonClose()\n\n/**
 * Exposes the JavaScript
 [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n */
public external abstract class ImageBitmap: CanvasImageSource, TexImageSource\{\nonClose()\n\n/**
 * Exposes the JavaScript
 [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally): Event\{\nonClose()\n\n/**
 * Exposes the JavaScript
 [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin\n */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally): EventTarget\{\nonClose()\n\n
get() = definedExternally
set(value) = definedExternally

EventSourceInit(withCredentials: Boolean? = false): EventSourceInit
    o = \"withCredentials\"
    return o

WebSocket(url: String, protocols: dynamic = definedExternally): WebSocket
    o = \"({})\"
    o["withCredentials"] = withCredentials
    return o

    o = \"({})\"
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason

    o = \"({})\"
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason

Companion object:
    value: Short
    OPEN: Short
    CLOSING: Short
    CLOSED: Short

CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally): CloseEvent
    o = \"({})\"
    o["type"] = type
    o["eventInitDict"] = eventInitDict

    o = \"({})\"
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason

GlobalPerformance
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open val onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open val onlanguagechange: ((Event) -> dynamic)?
    open val onoffline: ((Event) -> dynamic)?
    open val onrejectionhandled: ((Event) -> dynamic)?
    open val importScripts(vararg urls: String)

DedicatedWorkerGlobalScope
    open val self: DedicatedWorkerGlobalScope
    open val location: DedicatedWorkerLocation
    open val navigator: DedicatedWorkerNavigator
    open val onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open val onlanguagechange: ((Event) -> dynamic)?
    open val onoffline: ((Event) -> dynamic)?
    open val onrejectionhandled: ((Event) -> dynamic)?
    open val importScripts(vararg urls: String)

SharedWorkerGlobalScope
    open val self: SharedWorkerGlobalScope
    open val location: SharedWorkerLocation
    open val navigator: SharedWorkerNavigator
    open val onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open val onlanguagechange: ((Event) -> dynamic)?
    open val onoffline: ((Event) -> dynamic)?
    open val onrejectionhandled: ((Event) -> dynamic)?
    open val importScripts(vararg urls: String)
close();

* Exposes the JavaScript

public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
    onerror = definedExternally
    set(value) = definedExternally
}

* Exposes the JavaScript

public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    override var onerror: ((Event) -> dynamic)?
    onerror = definedExternally
    set(value) = definedExternally
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
    type = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
    credentials = definedExternally
}

public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

* Exposes the JavaScript

public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
}

* Exposes the JavaScript

public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

* Exposes the JavaScript

public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

* Exposes the JavaScript

public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

public external interface WindowLocalStorage {
    val localStorage: Storage
}

* Exposes the JavaScript

public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
    key = definedExternally
    set(value) = definedExternally
    var oldValue: String? /* = null */
    oldValue = definedExternally
    set(value) = definedExternally
    var newValue: String? /* = null */
    newValue = definedExternally
    set(value) = definedExternally
    var url: String? /* = null */
    url = definedExternally
    set(value) = definedExternally
}

public external open class StorageLocalEvent(type: String, eventInitDict: StorageLocalEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String?
    open val storageArea: Storage?
}

* Exposes the JavaScript

public external interface StorageLocalEventInit : EventInit {
    var key: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var oldValue: String?
    oldValue = definedExternally
    set(value) = definedExternally
    var newValue: String?
    newValue = definedExternally
    set(value) = definedExternally
    var url: String?
    url = definedExternally
    set(value) = definedExternally
    var storageArea: Storage?
    storageArea = definedExternally
    set(value) = definedExternally
}
definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var _object: String
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin
 */
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    open var onbounce: ((Event) -> dynamic)?
    open var onfinish: ((Event) -> dynamic)?
    open var onstart: ((Event) -> dynamic)?
    fun start()
    fun stop()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longdesc: String
    open var noresize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginheight: String
    open var marginwidth: String
    open var vspace: Int
    open var hspace: Int
    open var height: String
    open var width: String
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codebase: String
    open var bgColor: String
    open var direction: String
    open var scrollamount: Int
    open var scrolldelay: Int
    open var truespeed: Boolean
    open var vspace: Int
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
var marginWidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface External {
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false,
composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {

    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
        set(value) =
    definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CustomEventInit(detail: Any? = null,
bubbles: Boolean? = false,
cancelable: Boolean? = false,
composed: Boolean? = false): CustomEventInit {
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
o["composed"] = composed
    return o
}

//

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface AddEventListenerOptions {
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

...
getElementsByTagName(classNames: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent('interface': String): Event
fun createRange(): Range
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent('interface': String): Event
fun createRange(): Range
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close()
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterm(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): String
fun clear()
fun captureEvents()
fun releaseEvents()
fun elementFromPoint(x: Double, y: Double): Element?
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
fun createTouchList(vararg touches: Touch): TouchList
fun exitFullscreen(): Promise<Unit>
fun getElementById(elementId: String): Element?
fun prepend(vararg nodes: dynamic)
fun append(vararg nodes: dynamic)
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {
    open val namespaceURI: String?
    open val prefix: String?
    open
val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open
val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val
shadowRoot: ShadowRoot?
open var scrollTop: Double
open var scrollTop: Double
open val scrollLeft: Double
open val clientTop: Int
open val clientLeft: Int
open val clientHeight: Int
open val innerHTML: String
fun hasAttributes(): Boolean
fun getAttributeNames(): Array<String>
fun getAttribute(qualifiedName: String): String?
fun getAttributeNS(namespace: String?, localName: String): String?
fun setAttribute(qualifiedName: String, value: String)
fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
fun removeAttribute(qualifiedName: String)
fun removeAttributeNS(namespace: String?, localName: String)
fun hasAttribute(qualifiedName: String): Boolean
fun hasAttributeNS(namespace: String?, localName: String): Boolean
fun getAttributeNode(qualifiedName: String): Attr?
fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
fun setAttributeNode(attr: Attr): Attr?
fun setAttributeNodeNS(attr: Attr): Attr?
fun removeAttributeNode(attr: Attr): Attr?
fun attachShadow(init: ShadowRootInit): ShadowRoot
fun closest(selectors: String): Element
fun matches(selectors: String): Boolean
fun webkitMatchesSelector(selectors: String): Boolean
fun getElementsByTagName(classNames: String): HTMLCollection
fun insertAdjacentElement(where: String, element: Element): Element
fun insertAdjacentText(where: String, data: String)
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun scrollIntoView()
fun scrollIntoView(arg: dynamic)
fun scrollBy(options: ScrollToOptions = definedExternally)
fun scrollBy(x: Double, y: Double)
fun scrollTo(options: ScrollToOptions = definedExternally)
fun scrollTo(x: Double, y: Double)
fun scrollBy(options: ScrollToOptions = definedExternally)
fun scrollBy(x: Double, y: Double)
fun insertAdjacentHTML(position: String, text: String)
fun setPointerCapture(pointerId: Int)
fun releasePointerCapture(pointerId: Int)
fun requestFullscreen(): Promise<Unit>
companion object {
val ELEMENT_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

ShadowRootInit {
var mode: ShadowRootMode?
get() = definedExternally
set(value) = definedExternally
}@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode:
**Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin**

```kotlin
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {
    open val target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
```
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    var x: Double
    var y: Double
    var width: Double
    var height: Double
}

/**
 * Exposes the JavaScript
 */
public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit) {
        var p1: DOMPoint
        var p2: DOMPoint
        var p3: DOMPoint
        var p4: DOMPoint
        open val bounds: DOMRectReadOnly
    }

    /**
     * Exposes the JavaScript
     */
    public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
        open val a: Double
        open val b: Double
        open val c: Double
        open val d: Double
        open val e: Double
        open val f: Double
        open val m11: Double
        open val m12: Double
        open val m13: Double
        open val m14: Double
        open val m21: Double
        open val m22: Double
        open val m23: Double
        open val m24: Double
        open val m31: Double
        open val m32: Double
        open val m33: Double
        open val m34: Double
        open val m41: Double
        open val m42: Double
        open val m43: Double
        open val m44: Double
        open val is2D: Boolean
        open val isIdentity: Boolean
        fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
        fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
        fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
        fun scaleNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double): DOMMatrix
        fun rotate(axisAngle: Array<Double>): DOMMatrix
        fun rotateFromVector(x: Double, y: Double, z: Double): DOMMatrix
        fun multiply(other: DOMMatrix): DOMMatrix
        fun inverse(): DOMMatrix
        fun transformPoint(point: DOMPointInit = definedExternally): DOMPointInit
        fun toFloat32Array(): Float32Array
        fun toFloat64Array(): Float64Array
    }

    /**
     * Exposes the JavaScript
     */
    public external open class DOMMatrix() : DOMMatrixReadOnly {
        constructor(transformList: String)
        constructor(other: DOMMatrixReadOnly)
        constructor(array32: Float32Array)
        constructor(array64: Float64Array)
constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate3DSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewSelf(sx: Double, sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface MediaQueryListEventInit : EventInit {
        var media: String? /* = "" */
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["media"] = media
        o["matches"] = matches
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external interface Liberties {
        var x: Double
            get() = definedExternally
            set(value) = definedExternally
        var y: Double
            get() = definedExternally
            set(value) = definedExternally
        var dx: Double
            get() = definedExternally
            set(value) = definedExternally
        var dy: Double
            get() = definedExternally
            set(value) = definedExternally
        var width: Int
            get() = definedExternally
            set(value) = definedExternally
        var height: Int
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollOptions {
        var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollToOptions : ScrollOptions {
        var left: Double?
            get() = definedExternally
            set(value) = definedExternally
        var top: Double?
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryList {
        var media: String
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryListEvent {
        var type: String
            get() = definedExternally
            set(value) = definedExternally
        var init: MediaQueryListEventInit
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface Liberties {
        var x: Double
            get() = definedExternally
            set(value) = definedExternally
        var y: Double
            get() = definedExternally
            set(value) = definedExternally
        var dx: Double
            get() = definedExternally
            set(value) = definedExternally
        var dy: Double
            get() = definedExternally
            set(value) = definedExternally
        var width: Int
            get() = definedExternally
            set(value) = definedExternally
        var height: Int
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollOptions {
        var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollToOptions : ScrollOptions {
        var left: Double?
            get() = definedExternally
            set(value) = definedExternally
        var top: Double?
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryList {
        var media: String
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryListEvent {
        var type: String
            get() = definedExternally
            set(value) = definedExternally
        var init: MediaQueryListEventInit
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface Liberties {
        var x: Double
            get() = definedExternally
            set(value) = definedExternally
        var y: Double
            get() = definedExternally
            set(value) = definedExternally
        var dx: Double
            get() = definedExternally
            set(value) = definedExternally
        var dy: Double
            get() = definedExternally
            set(value) = definedExternally
        var width: Int
            get() = definedExternally
            set(value) = definedExternally
        var height: Int
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollOptions {
        var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface ScrollToOptions : ScrollOptions {
        var left: Double?
            get() = definedExternally
            set(value) = definedExternally
        var top: Double?
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryList {
        var media: String
            get() = definedExternally
            set(value) = definedExternally
        var matches: Boolean
            get() = definedExternally
            set(value) = definedExternally
    }

    public external interface MediaQueryListEvent {
    var type: String
        get() = definedExternally
        set(value) = definedExternally
    var init: MediaQueryListEventInit
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external open class Audio(src: String = definedExternally) : HTMLAudioElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var oncontextmenu: ((MouseEv
Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    /**
     * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
     */
    public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
        override var onabort: ((Event) -> dynamic)?
        override var onblur: ((FocusEvent) -> dynamic)?
        override var oncancel: ((Event) -> dynamic)?
        override var oncanplay: ((Event) -> dynamic)?
        override var oncanplaythrough: ((Event) -> dynamic)?
        override var onchange: ((Event) -> dynamic)?
        override var onclick: ((MouseEvent) -> dynamic)?
        override var onclose: ((Event) -> dynamic)?
        override var oncontextmenu: ((MouseEvent) -> dynamic)?
        override var oncuechange: ((Event) -> dynamic)?
        override var ondblclick: ((MouseEvent) -> dynamic)?
        override var ondrag: ((DragEvent) -> dynamic)?
        override var ondragend: ((DragEvent) -> dynamic)?
        override var ondragenter: ((DragEvent) -> dynamic)?
        override var ondragexit: ((DragEvent) -> dynamic)?
        override var ondragleave: ((DragEvent) -> dynamic)?
        override var ondragover: ((DragEvent) -> dynamic)?
        override var ondragstart: ((DragEvent) -> dynamic)?
        override var ondrop: ((DragEvent) -> dynamic)?
        override var ondurationchange: ((Event) -> dynamic)?
        override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
        override var onfocus: ((FocusEvent) -> dynamic)?
        override var oninput: ((InputEvent) -> dynamic)?
        override var oninvalid: ((Event) -> dynamic)?
        override var onkeydown: ((KeyboardEvent) -> dynamic)?
        override var onkeypress: ((KeyboardEvent) -> dynamic)?
        override var onkeyup: ((KeyboardEvent) -> dynamic)?
        override var onload: ((Event) -> dynamic)?
        override var onloadeddata: ((Event) -> dynamic)?
        override var onloadedmetadata: ((Event) -> dynamic)?
        override var onloadstart: ((ProgressEvent) -> dynamic)?
        override var onmessage: ((MessageEvent) -> dynamic)?
        override var onreadystatechange: ((Event) -> dynamic)?
        override var onrescroll: ((Event) -> dynamic)?
        override var onsubmit: ((Event) -> dynamic)?
        override var onsuspend: ((Event) -> dynamic)?
    }
ontimeupdate: ((Event) -> dynamic)?
override var onontoggle: ((Event) -> dynamic)?
override var ononvolumechange: ((Event) -> dynamic)?
override var ononwaiting: ((Event) -> dynamic)?
override var onongotpointercapture: ((PointerEvent) -> dynamic)?
override var ononlостpointercapture: ((PointerEvent) -> dynamic)?
override var ononpointerdown: ((PointerEvent) -> dynamic)?
override var ononpointermove: ((PointerEvent) -> dynamic)?
override var ononpointerup: ((PointerEvent) -> dynamic)?
override var ononpointercancel: ((PointerEvent) -> dynamic)?
override var ononpointerout: ((PointerEvent) -> dynamic)?
override var ononpointerover: ((PointerEvent) -> dynamic)?
override var ononpointerenter: ((PointerEvent) -> dynamic)?
override var ononcopy: ((ClipboardEvent) -> dynamic)?
override var ononcut: ((ClipboardEvent) -> dynamic)?
override var ononpaste: ((ClipboardEvent) -> dynamic)?
contentEditable: String
isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
firstElementChild: Element?
lastElementChild: Element?
childElementCount: Int
previousElementSibling: Element?
nextElementSibling: Element?
assignedSlot: HTMLSlotElement?
fun prepend(vararg nodes: dynamic): Element?
fun append(vararg nodes: dynamic): Element?
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
before(vararg nodes: dynamic): Element?
after(vararg nodes: dynamic): Element?
replaceWith(vararg nodes: dynamic): Element?
remove(): Element?
getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface UnionElementOrHTMLCollection

public external interface UnionElementOrRadioNodeList

public external interface UnionHTMLoptGroupElementOrHTMLoptionElement

public external interface MediaProvider

public external interface UnionAudioTrackOrTextTrackOrVideoTrack

public external interface UnionElementOrMouseEvent

public external interface RenderingContext

public external interface HTMLOrSVGImageElement : CanvasImageSource

public external interface CanvasImageSource : ImageBitmapSource

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
    companion object
}


CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>()

public inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() = "showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() = "subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() = "captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() = "descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() = "chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() = "metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = "select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() = "start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() = "end".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = "preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = "nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = "evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface ImageSmoothingQuality {
    companion object
}


/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = "round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =
"square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin
{
    companion object
}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = "round".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()

CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign
{
    companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline {
    companion object
}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection
{
    companion object
}

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration
{
    companion object
}

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation
{
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha
{
    companion object
}

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() =...
"premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion {
    companion object
}

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality {
    companion object
}

public inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BinaryType {
    companion object
}

public inline val BinaryType.Companion.BLOB: BinaryType get() = "blob".asDynamic().unsafeCast<BinaryType>()

public inline val BinaryType.Companion.ARRAYBUFFER: BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType {
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode {
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior {
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition {
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() = "nearest".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType {
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

Open Source Used In DNAC Platform Guardian  11254
"padding".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.CONTENT:

/*
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 * license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!!
See github.com/kotlin/dukat for details

package org.w3c.fetch

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): PromiseFormData
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): PromiseFormData
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode?
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials?
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache?
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect?
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String?
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var window: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) {
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var window: Any
        get() = definedExternally
        set(value) = definedExternally
}
"serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
"sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() =
"style".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.WORKER: RequestDestination get() =
"worker".asDynamic().unsafeCast<RequestDestination>()

RequestDestination.Companion.XSLT: RequestDestination get() =
"xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() =
"navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/*@ Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")*/
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
"include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() =
"default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() =
"reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() =
"no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() =
"force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() =
"only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() =
"follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() =
"manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() =
"basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() =
"default".asDynamic().unsafeCast<ResponseType>()

public inline val
ResponseType.Companion.OPAQUE: ResponseType get() =
"opaque".asDynamic().unsafeCast<ResponseType>()

ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() =
"opaqueredirect".asDynamic().unsafeCast<ResponseType>()

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that
 * can be found in the license/LICENSE.txt file. * Unauthorized use of this source code is
 * governed by Apache's open source license.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript
 * [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget, MediaProvider {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 * [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getSettings(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints = definedExternally): Promise<Unit>
}

/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstrains) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    @kotlin.internal.InlineOnly
    public inline fun MediaTrackSupportedConstraints(width: Boolean? = true *


frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl:
deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackCapabilities(width: ULongRange? = undefined, height: ULongRange? = undefined,
aspectRatio: DoubleRange? = undefined, frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined,
resizeMode: Array<String>? = undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? = undefined,
sampleSize: ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined,
autoGainControl: Array<Boolean>? = undefined, noiseSuppression: Array<Boolean>? = undefined,
latency: DoubleRange? = undefined, channelCount: ULongRange? = undefined,
deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints)
 * to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackConstraints(advanced: Array<MediaTrackConstraintSet>? = undefined,
width: dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined,
frameRate: dynamic = undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined,
volume: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize: dynamic = undefined,
echoCancellation: dynamic = undefined, autoGainControl: dynamic = undefined,
noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic = undefined,
deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraints

o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface

MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun

    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface

MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
    return o
}/* * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin*/

Open Source Used In DNAC Platform Guardian 11260
set(value) = defineExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = defineExternally
        set(value) = defineExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
    open val error: dynamic

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface OverconstrainedErrorEventInit : EventInit {
    var error: dynamic /* = null */
        get() = defineExternally
        set(value) = defineExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 */
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/**
 * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 */
public external abstract class MediaDeviceInfo {
    open val deviceId: String
    open val kind: MediaDeviceKind
    open val label: String
    open val groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = defineExternally
        set(value) = defineExternally
    var audio: dynamic /* = false */
        get() = defineExternally
        set(value) = defineExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = defineExternally
        set(value) = defineExternally
    fun getCapabilities(): MediaTrackCapabilities
}

@kotlin.internal.InlineOnly
public inline fun ConstrainablePattern(video: dynamic = false, audio: dynamic = false): ConstrainablePattern {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}
Promise<Unit>()

* Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin

```kotlin
public external interface DoubleRange {
    var max: Double?
    get() = definedExternally
    set(value) = definedExternally
    var min: Double?
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
    get() = definedExternally
    set(value) = definedExternally
    var min: Double?
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
    get() = definedExternally
    set(value) = definedExternally
    var min: Double?
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var ideal: Boolean?
    get() = definedExternally
    set(value) = definedExternally
}

/* please, don't implement this interface!

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface

```

Open Source Used In DNAC Platform Guardian 11262
```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface!
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()
```

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.mediasource

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external open class MediaSource : EventTarget, MediaProvider {
    open val sourceBuffers: SourceBufferList
    open val activeSourceBuffers: SourceBufferList
    open val readyState: ReadyState
    var duration: Double
    var onsourceopen: ((Event) -> dynamic)?
    var onsourceended: ((Event) -> dynamic)?
    var onsourceclose: ((Event) -> dynamic)?
    fun addSourceBuffer(type: String): SourceBuffer
    fun removeSourceBuffer(sourceBuffer: SourceBuffer)
    fun endOfStream(error: EndOfStreamError = definedExternally)
    fun setLiveSeekableRange(start: Double, end: Double)
    fun clearLiveSeekableRange()

    companion object {
        fun isTypeSupported(type: String): Boolean
    }
}

public external abstract class SourceBuffer : EventTarget {
    open var mode: AppendMode
    open val updating: Boolean
    open val buffered: TimeRanges
    open var timestampOffset: Double
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    open var appendWindowStart: Double
    open var appendWindowEnd: Double
    open var onupdatestart: ((Event) -> dynamic)?
    open var onupdate: ((Event) -> dynamic)?
    open var onupdateend: ((Event) -> dynamic)?
    open var appendWindowStart: Double
    open var appendWindowEnd: Double
    open var onerror: ((Event) -> dynamic)?
    fun remove(start: Double, end: Double)
    fun appendBuffer(data: dynamic)
    fun abort()
    fun remove(start: Double, end: Double)
    fun clearLiveSeekableRange()
```

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()
Kotlin
*/
public external abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Int
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Int
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear(): Int
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }

*/
```java
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
open external interface

public external interface

public external open class

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }
Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin

```kotlin
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}
```

Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin

```kotlin
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_UNKNOWN: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}
```

Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin

```kotlin
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}
```

Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin

```kotlin
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin

```kotlin
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
Int): DOMPoint

fun removeItemAt(index: Int): DOMPoint

fun getItemAt(index: Int): DOMPoint

fun getItem(index: Int): DOMPoint

fun appendItem(newItem: DOMPoint): DOMPoint

fun getItem(index: Int): DOMPoint

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint): DOMPoint

/**
 * Exposes the JavaScript [SVGPolyl ineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedRotation

open val dy: SVGAnimatedLengthList
open val rotate: SVGAnimatedNumberList

companion object {
val LENGTHADJUST_UNKNOWN: Short
val LENGTHADJUST_SPACING: Short
val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITYREFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSINGINSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENTTYPE_NODE: Short
val DOCUMENTPOSITION_DISCONNECTED: Short
val DOCUMENTPOSITION_FOLLOWING: Short
val DOCUMENTPOSITION_CONTAINS: Short
val DOCUMENTPOSITION_CONTAINEDBY: Short
val DOCUMENTPOSITIONIMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin
 */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSINGINSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENTTYPE_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
        val DOCUMENTPOSITIONIMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin
 */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSINGINSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENTTYPE_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
        val DOCUMENTPOSITIONIMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin
 */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSINGINSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENTTYPE_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
        val DOCUMENTPOSITIONIMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin**

```kotlin
public abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open var orientType: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
    }
}
/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin
 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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/*
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    in open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {
    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshrowElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshpatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```java
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin

open val offset: SVGAnimatedNumber

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin

open val patternUnits: SVGAnimatedEnumeration
open val patternContentUnits: SVGAnimatedEnumeration
open val patternTransform: SVGAnimatedTransformList
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val SVG_UNIT_TYPE_USERSPACE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGHatchElement](https://developer.mozilla.org/en/docs/Web/API/SVGHatchElement) to Kotlin

open val patternTransform: SVGAnimatedTransformList

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

Exposes the JavaScript [SVGHatchpathElement](https://developer.mozilla.org/en/docs/Web/API/SVGHatchpathElement) to Kotlin

open val patternTransform: SVGAnimatedTransformList

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENTPOSITIONCONTAINEDBY: Short

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```
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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package org.w3c.notifications

import kotlin.js.
import org.khronos.webgl.
import org.w3c.css.masking.
import org.w3c.dom.
import org.w3c.workers.
import org.w3c.xhr.

/**
 * Exposes the JavaScript File to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript FileReader to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()
    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript FileReaderSync to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob, label: String = definedExternally): String
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
 [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any
    open val actions: Array<NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    get() = definedExternally
    set(value) = definedExternally
    var lang: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var body: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var tag: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var image: String?
    get() = definedExternally
    set(value) = definedExternally
    var icon: String?
    get() = definedExternally
    set(value) = definedExternally
    var badge: String?
    get() = definedExternally
    set(value) = definedExternally
    var sound: String?
    get() = definedExternally
    set(value) = definedExternally
    var vibrate: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var timestamp: Number?
    get() = definedExternally
    set(value) = definedExternally
    var renotify: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var silent: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var noscreen: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var sticky: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var actions: Array<NotificationAction>
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("(\{\})")
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
    get() = definedExternally
    set(value) = definedExternally
    var title: String?
    get() = definedExternally
    set(value) = definedExternally
    var icon: String?
    get() = definedExternally
    set(value) = definedExternally
    var image: String?
    get() = definedExternally
    set(value) = definedExternally
    var text: String?
    get() = definedExternally
    set(value) = definedExternally
    var url: String?
    get() = definedExternally
    set(value) = definedExternally
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var tag: String?
    get() = definedExternally
    set(value) = definedExternally
    var type: String?
    get() = definedExternally
    set(value) = definedExternally
    var id: String?
    get() = definedExternally
    set(value) = definedExternally
    var persistent: Boolean
    get() = definedExternally
    set(value) = definedExternally
    var cryptocurrency: String?
    get() = definedExternally
    set(value) = definedExternally
    var logo: String?
    get() = definedExternally
    set(value) = definedExternally
    var badge: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionId: String?
    get() = definedExternally
    set(value) = definedExternally
    var assetId: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionLabel: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionLink: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionImageUrl: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionId: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionLabel: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionLink: String?
    get() = definedExternally
    set(value) = definedExternally
    var actionImageUrl: String?
NotificationOptions = definedExternally): Promise<Unit>
fun getNotifications(filter: GetNotificationOptions =
definedExternally): Promise<Array<Notification>>
fun methodName(): Promise<dynamic>
}

/**
 * Exposes the JavaScript
 */
public external abstract class ServiceWorkerContainer : EventTarget {
val controller: ServiceWorker?
val ready: Promise<ServiceWorkerRegistration>
var oncontrollerchange: ((Event) -> dynamic)?
var onmessage: ((MessageEvent) -> dynamic)?

fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
fun getRegistration(clientURL: String = definedExternally): Promise<Array<ServiceWorkerRegistration>>
fun startMessages():
fun onRegistrations():

/**
 * Exposes the JavaScript
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
val clients: Clients
val registration: ServiceWorkerRegistration
var oninstall: ((Event) -> dynamic)?
var onactivate: ((Event) -> dynamic)?
var onfetch: ((FetchEvent) -> dynamic)?
var onforeignfetch: ((Event) -> dynamic)?
var onmessage: ((MessageEvent) -> dynamic)?
var onnotificationclick: ((NotificationEvent) -> dynamic)?
var onnotificationclose: ((NotificationEvent) -> dynamic)?
var onfunctionalevent: ((Event) -> dynamic)?
fun skipWaiting():

/**
 * Exposes the JavaScript
 */
public external abstract class ServiceWorkerOrMessagePort: Client {
val url: String
val frameType: FrameType
val id: String
fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Promise<Unit>

/**
 * Exposes the JavaScript
 */
public external abstract class ClientOrWindowClient: Client {
val visibilityState: dynamic
val focused: Boolean
fun focus(): Promise<ClientOrWindowClient>
fun navigate(url: String): Promise<ClientOrWindowClient>

/**
 * Exposes the JavaScript
 */
public external abstract class WindowClient : Client {
val visibilityState: dynamic
val focused: Boolean
fun focus(): Promise<WindowClient>
fun navigate(url: String): Promise<WindowClient>
Clients

```kotlin
/* = false */
public external abstract class Clients {
    fun get(id: String): Promise<Any>?
    fun matchAll(All: options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun funOpenWindow(url: String): Promise<WindowClient>
}

/* = false */
public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean
    fun get(): definedExternally
    set(value) = definedExternally
    var type: ClientType
    fun get(): definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/* = false */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any>?)
}

/* = false */
public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* = false */
public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)
}

/* = false */
public external interface ForeignFetchOptions {
    var scopes: Array<String>?
    var origins: Array<String>?
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}

/* = false */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)
}

/* = false */
public external interface FetchEventInit : ExtendableEventInit {
    var request: Request?
    var clientId: String? = null
    var isReload: Boolean? = false
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

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public external interface ForeignFetchResponse {
    var response: Response?
    get() = definedExternally
    set(value) = definedExternally
    var origin: String?
    get() = definedExternally
    set(value) = definedExternally
    var headers: Array<String>?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
    get() = definedExternally
    set(value) = definedExternally
    var origin: String?
    get() = definedExternally
    set(value) = definedExternally
    var lastEventId: String?
    get() = definedExternally
    set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
    get() = definedExternally
    set(value) = definedExternally
    var ports: Array<MessagePort>?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var ignoreMethod: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var ignoreVary: Boolean?
    get() = definedExternally
    set(value) = definedExternally
    var cacheName: String?
    get() = definedExternally
    set(value) = definedExternally
}

public external interface CacheBatchOperation {
    var type: String?
    get() = definedExternally
    set(value) = definedExternally
    var request: Request?
    get() = definedExternally
    set(value) = definedExternally
    var response: Response?
    get() = definedExternally
    set(value) = definedExternally
    var options: CacheQueryOptions?
    get() = definedExternally
    set(value) = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
    open val origin: String
    open var lastEventId: String
    open var source: UnionClientOrMessagePortOrServiceWorker
    open var ports: Array<MessagePort>

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external open class Cache{
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

/**
 * Exposes the JavaScript
 */
public external open class CacheBatchOperation{
    fun get() = definedExternally
    fun set(value) = definedExternally
    fun var options: CacheQueryOptions
    get() = definedExternally
    set(value) = definedExternally
    fun var request: Request
    get() = definedExternally
    set(value) = definedExternally
    fun var response: Response
    get() = definedExternally
    set(value) = definedExternally

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```kotlin
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.encryptedmedia.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.mediasource.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.xhr

import kotlin.js.*

public external abstract class CacheStorage {
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

open var onloadstart: ((ProgressEvent) -> dynamic)?
open var onprogress: ((ProgressEvent) -> dynamic)?
open var onabort: ((Event) -> dynamic)?
open var onerror: ((Event) -> dynamic)?
open var onload: ((Event) -> dynamic)?
open var ontimeout: ((Event) -> dynamic)?
open var onloadend: ((Event) -> dynamic)?
```

---

[CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin

```kotlin
fun has(cacheName: String): Promise<Boolean>
fun open(cacheName: String): Promise<Cache>
fun delete(cacheName: String): Promise<Boolean>
fun keys(): Promise<Array<String>>
```
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```kotlin
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript FormData to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript ProgressEvent to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ProgressEventInit : EventInit {
    var lengthComputable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var loaded: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var total: Number? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

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 * that can be found in the LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
```
/**
 * Signals that the annotated
 * annotation class is a marker of an experimental API.
 * @sinceKotlin("1.2")
 * @deprecated("Please use RequiresOptIn instead.")
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlinVersionKind.COMPILETIME_VERSION
@Deprecated("Please use RequiresOptIn instead.")
@OptIn
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the
     * diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental
     * aspect
     * of that API either by using [UseExperimental] or by being annotated with the corresponding marker
     * annotation.
     */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect
         * usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on
         * incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API
denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * @sinceKotlin("1.2")
 */
@Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2")
@RequireKotlinVersionKind.COMPILETIME_VERSION
@Deprecated("Please use OptIn instead.")
@MustBeDocumented
public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>
)

@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION, TYPEALIAS)
@Retention(BINARY)
internal annotation class WasExperimental(
    vararg val markerClass: KClass<out Annotation>
)

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 * license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Allows to infer generic type arguments of a function
 * from the calls in the annotated function parameter of that function.
 *
 * When this annotation is placed on a
 * generic function parameter of a function,
 * it enables to infer the type arguments of that generic function from the
 * lambda body passed to that parameter.
 *
 * The calls that affect inference are either members of the receiver type
 * of an annotated function parameter or extensions for that type. The extensions must be themselves annotated
 * with `@BuilderInference`.
 */
@BuilderInference
@MustBeDocumented
@SinceKotlin("1.3")
@RequireKotlinVersionKind.COMPILETIME_VERSION
public annotation class ExperimentalTypeInference

@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2.50")
@RequirementVersionKind.COMPILETIME_VERSION
@Deprecated("Please use RequiresOptIn instead.")
@OptIn
public annotation class RequiresOptIn {
    /**
     * Any declaration annotated with that marker is
     * considered an experimental declaration and its call sites should accept the experimental aspect of it either by
     * using [UseExperimental] or by being annotated with that marker themselves, effectively causing further
     * propagation of that experimental aspect.
     */
    @Retention(BINARY)
    @Target(ANNOTATION_CLASS)
    @SinceKotlin("1.2")
    @RequireKotlinVersionKind.COMPILETIME_VERSION
    @Deprecated("Please use RequiresOptIn instead.")
    @OptIn
    public annotation class RequiresOptIn {
        /**
         * Severity of the
         * diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental
         * aspect
         * of that API either by using [UseExperimental] or by being annotated with the corresponding marker
         * annotation.
         */
        public enum class Level {
            /** Specifies that a warning should be reported on incorrect
             * usages of this experimental API. */
            WARNING,
            /** Specifies that an error should be reported on
             * incorrect usages of this experimental API. */
            ERROR,
        }
    }
}
suspend SequenceScope<T>(). -> Unit): Sequence<T>

* `yield(result)` }: `String` from

* The argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [sequence].

* Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

* `@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)`

* `@Retention(AnnotationRetention.BINARY)`

* `@SinceKotlin("1.3")`

* `@ExperimentalTypeInference`

* `@public annotation class BuilderInference`

* `/**
 * Enables overload selection based on the type of the value returned from lambda argument.
 * `*` * Example:

* `* @OverloadResolutionByLambdaReturnType * fun create(intProducer: () -> Int): Int

* `* fun create(doubleProducer: () -> Double): Double

* `* val newValue = create { 3.14 }

*` * The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned from the lambda function.

* `* This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.

* `* Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.

* `@Target(FUNCTION)`

* `@Retention(AnnotationRetention.BINARY)`

* `@SinceKotlin("1.4")`

* `@Experimental`

* `@OverloadResolutionByLambdaReturnType`

* `@Target(ANNOTATION_CLASS)`

* `@Retention(AnnotationRetention.BINARY)`

* `@SinceKotlin("1.4")`

* `@Experimental`

* `@OptionalExpectation`

* `@public annotation class OverloadResolutionByLambdaReturnType`
with that marker should opt in to the API either by using `[OptIn]` or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement. `@` This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`. `@` property message to be reported on usages of API without an explicit opt-in, or empty string for the default message.

The default message is: `"This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)'",` where `Marker` is the opt-in requirement marker. `@` property level specifies how usages of API without an explicit opt-in are reported in code.

```kotlin
@Target(ANNOTATION_CLASS)
@Retention(RETENTION) `@` @SinceKotlin("1.3") `@` @RequireKotlin("1.3.70 \", versionKind = RequireKotlinVersionKind.COMPILER_VERSION) `@` @public annotation class RequiresOptIn(`@` val message: String = "",
    val level: Level = Level.ERROR)

/**
 * Severity of the diagnostic that should be reported on usages which did not explicitly opted into the API either by using `[OptIn]` or by being annotated with the corresponding marker annotation.
 * `@` The default message is: "This declaration is experimental and its usage should be marked with 'Marker'
 * or '@OptIn(Marker::class)'", where `Marker` is the opt-in requirement marker.
 * `@` property level specifies how usages of API without an explicit opt-in are reported in code.

```
val otherIterator = other.iterator()\n
for (elem in c) {\n
val elemOther = otherIterator.next()\n
if (elem != elemOther) {\n
return false\n
}\n
}\n
return true\n
}\n
}\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n *
Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Provides
a skeletal implementation of the read-only [Map] interface.\n *\n * The implementor is required to implement
[entries] property, which should return read-only set of map entries.\n *\n * @param K the type of map keys. The
map is invariant in its key type.\n * @param V the type of map values. The map is covariant in its value type.\n
*/\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractMap<K, out V> protected constructor() : Map<K, V>
{\n\n override fun containsKey(key: K): Boolean {\n
return implFindEntry(key) != null\n }\n\n override
fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }\n\n internal fun
containsEntry(entry: Map.Entry<*, *>?): Boolean {\n
// since entry comes from @UnsafeVariance parameters it
can be virtually anything\n
if (entry !is Map.Entry<*, *>) return false\n
val key = entry.key\n
val value
= entry.value\n
val ourValue = get(key)\n\n
if (value != ourValue) {\n
return false\n
}\n\n
//
Perhaps it was null and we don't contain the key?\n
if (ourValue == null && !containsKey(key)) {\n
return false\n
}\n\n
return true\n }\n\n\n /**\n * Compares this map with other instance with the
ordered structural equality.\n *\n * @return true, if [other] instance is a [Map] of the same size, all entries of
which are contained in the [entries] set of this map.\n */\n override fun equals(other: Any?): Boolean {\n
if
(other === this) return true\n
if (other !is Map<*, *>) return false\n
if (size != other.size) return false\n\n
return other.entries.all { containsEntry(it) }\n }\n\n override operator fun get(key: K): V? =
implFindEntry(key)?.value\n\n\n /**\n * Returns the hash code value for this map.\n *\n * It is the same as
the hashCode of [entries] set.\n */\n override fun hashCode(): Int = entries.hashCode()\n\n override fun
isEmpty(): Boolean = size == 0\n override val size: Int get() = entries.size\n\n /**\n * Returns a read-only
[Set] of all keys in this map.\n *\n * Accessing this property first time creates a keys view from [entries].\n *
All subsequent accesses just return the created instance.\n */\n override val keys: Set<K>\n
get() {\n
if (_keys == null) {\n
_keys = object : AbstractSet<K>() {\n
override operator fun
contains(element: K): Boolean = containsKey(element)\n\n
override operator fun iterator(): Iterator<K>
{\n
val entryIterator = entries.iterator()\n
return object : Iterator<K> {\n
override fun hasNext(): Boolean = entryIterator.hasNext()\n
override fun next(): K =
entryIterator.next().key\n
}\n
}\n\n
override val size: Int get() =
this@AbstractMap.size\n
}\n
}\n
return _keys!!\n
}\n\n @kotlin.jvm.Volatile\n
private var _keys: Set<K>? = null\n\n\n override fun toString(): String = entries.joinToString(\", \", \"{\", \"}\") {
toString(it) }\n\n private fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + \"=\" +
toString(entry.value)\n\n private fun toString(o: Any?): String = if (o === this) \"(this Map)\" else o.toString()\n\n
/**\n * Returns a read-only [Collection] of all values in this map.\n *\n * Accessing this property first time
creates a values view from [entries].\n * All subsequent accesses just return the created instance.\n */\n
override val values: Collection<V>\n
get() {\n
if (_values == null) {\n
_values = object :
AbstractCollection<V>() {\n
override operator fun contains(element: @UnsafeVariance V): Boolean =
containsValue(element)\n\n
override operator fun iterator(): Iterator<V> {\n
val
entryIterator = entries.iterator()\n
return object : Iterator<V> {\n
override fun
hasNext(): Boolean = entryIterator.hasNext()\n
override fun next(): V = entryIterator.next().value\n
}\n
}\n\n
override val size: Int get() = this@AbstractMap.size\n
}\n
}\n
return _values!!\n
}\n\n @kotlin.jvm.Volatile\n private var _values: Collection<V>? = null\n\n
private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n internal
companion object {\n\n
internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?:
0) xor (value?.hashCode() ?: 0) }\n
internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
\"$key=$value\" }\n
internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n
if (other !is
Map.Entry<*, *>) return false\n
return e.key == other.key && e.value == other.value\n
}\n

Open Source Used In DNAC Platform Guardian 11293


Open Source Used In DNAC Platform Guardian 11294

/*
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 */

package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [Set] interface.
 * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.
 * @param E the type of elements contained in the set. The set is covariant in its element type.
 */
@SinceKotlin("1.1")
public abstract class AbstractSet<out E> protected constructor() : AbstractCollection<E>(), Set<E> {

    /**
     * Compares this set with other set instance with the unordered structural equality.
     * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.
     */
    override fun equals(other: Any?): Boolean {
        if (other === this) return true
        if (other !is Set<*>) return false
        return setEquals(this, other)
    }

    /**
     * Returns the hash code value for this set.
     */
    override fun hashCode(): Int = unorderedHashCode(this)

    internal companion object {
        internal fun unorderedHashCode(c: Collection<*>): Int {
            var hashCode = 0
            for (element in c) {
                hashCode += (element?.hashCode() ?: 0)
            }
            return hashCode
        }

        internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {
            if (c.size != other.size) return false
            return c.containsAll(other)
        }
    }

}
elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
            } else { // head > tail
                elementData.copyInto(elementData, head -

            if (decrementedInternalIndex >= head) {
                elementData[decrementedHead]

            val decrementedInternalIndex = decremented(internalIndex)
            val decrementedHead =

        if (index < (size + 1) shr 1) {
            // closer to the first element
            head = decremented(head)

        val index = internalIndex(index)

        if (index == size) {
            addLast(element)

        return
        } else if (index == 0) {
            addFirst(element)

        return true
    }

    public override fun add(index: Int, element: E) {

        ensureCapacity(size + 1)

        elementData[internalLastIndex] = null
        size -= 1
        return
    }

    /**
     * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException]
     * if this deque is empty.
     * *\n     *
     */
    public fun removeFirstOrNull(): E? = if (isEmpty()) null else removeFirst()

    /**
     * Returns the last element, or throws [NoSuchElementException] if this deque is empty.
     * *
     */
    public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)

    /**
     * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException]
     * if this deque is empty.
     * *
     */
    public fun removeFirst(): E {
        if (isEmpty()) throw

        val element = internalGet(head)

        elementData[head] = null
        head = incremented(head)
        size -= 1
        return element
    }

    /**
     * Appends the specified [element] to this deque.
     */
    public fun addLast(element: E) {

        ensureCapacity(size + 1)

        head = decremented(head)
        elementData[head] = element
        size += 1

    }

    /**
     * Prepends the specified [element] to this deque.
     */
    public fun addFirst(element: E) {

        ensureCapacity(size + 1)

        head = decremented(head)
        elementData[head] = element
        size += 1

    }

    /**
     * Inserts the specified [element] at the specified [index] of this deque.
     * *
     */
    public fun add(index: Int, element: E): Boolean {

        ensureCapacity(index + 1)

        elementData[index] = element
        size += 1

        return
    }

    public override fun add(element: E): Boolean {

        return null
    }

    /**
     * Returns the last element, or null if this deque is empty.
     * *
     */
    public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(lastIndex))

    /**
     * Returns the first element, or null if this deque is empty.
     * *
     */
    public fun firstOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(0))

    /**
     * Returns the first element, or null if this deque is empty.
     * *
     */
    public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)

    /**
     * Returns the last element, or null if this deque is empty.
     * *
     */
    public fun last(): E?

    override fun isEmpty(): Boolean = size == 0

    /**
     * Returns the
overflow-conscious
    var newCapacity = oldCapacity + (oldCapacity shr 1)
    if (newCapacity - minCapacity < 0)
        newCapacity = minCapacity
    if (newCapacity - maxArraySize > 0)
        newCapacity = maxArraySize
    return newCapacity
}

// For testing only
internal fun internalStructure(structure: (head: Int, elements: Array<Any?>?) -> Unit) {
    val tail = internalIndex(size)
    if (isEmpty()) {
        structure(head, emptyArray())
        return
    }

    val elements = arrayOfNulls<Any?>(size)
    if (head < tail) {
        elementData.copyInto(elements, startIndex = head, endIndex = tail)
        structure(head, elements)
    } else {
        elementData.copyInto(elements, startIndex = head)
        elementData.copyInto(elements, elements.size - head, startIndex = 0, endIndex = tail)
        structure(head - elementData.size, elements)
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ArraysKt")

package kotlin.collections

import kotlin.contracts.*

/**
 * Returns a single list of all elements from all arrays in the given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out Array<out T>>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty
 * or the result of calling `defaultValue` function if the array is empty.
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R) where C : Array<*>, C : R =
    if (isEmpty()) defaultValue() else this

@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@PublishedApi
@kotlin.jvm.JvmName("contentDeepEquals")
@kotlin.js.JsName("contentDeepEqualsImpl")
internal fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {
    if (this === other) return true
    if (this == null || other == null || this.size != other.size) return false

    for (i in indices) {
        val v1 = this[i]
        val v2 = other[i]

        if (v1 === v2) {
            continue
        } else if (v1 == null || v2 == null) {
            return false
        }

        when {
            v1 is Array<*>, v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
            v1 is ByteArray, v2 is ByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is ShortArray, v2 is ShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is IntArray, v2 is IntArray -> if (!v1.contentEquals(v2)) return false
            v1 is LongArray, v2 is LongArray -> if (!v1.contentEquals(v2)) return false
            v1 is CharArray, v2 is CharArray -> if (!v1.contentEquals(v2)) return false
            v1 is BooleanArray, v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false
            v1 is UByteArray, v2 is UByteArray -> if (!v1.contentEquals(v2)) return false
            v1 is UShortArray, v2 is UShortArray -> if (!v1.contentEquals(v2)) return false
            v1 is UIntArray, v2 is UIntArray -> if (!v1.contentEquals(v2)) return false
            v1 is ULongArray, v2 is ULongArray -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}
if (this == null) return "null"
    val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not
to overload Int.MAX_VALUE
return buildString(length) {
    result.append("[..."]
    result.append(processed(this))
} for (i in indices) {
    if (i != 0) {
        result.append(", ")
    }
val element = this[i] when (element) {
    null            -> result.append("null")
    is Array<*>     -> result.append(element.contentDeepToStringInternal(result, processed))
    is ByteArray    -> result.append(element.contentToString())
    is ShortArray   -> result.append(element.contentToString())
    is IntArray     -> result.append(element.contentToString())
    is LongArray    -> result.append(element.contentToString())
    is FloatArray   -> result.append(element.contentToString())
    is DoubleArray  -> result.append(element.contentToString())
    is CharArray    -> result.append(element.contentToString())
    is BooleanArray -> result.append(element.contentToString())
    is UByteArray   -> result.append(element.contentToString())
    is UShortArray  -> result.append(element.contentToString())
    is UIntArray    -> result.append(element.contentToString())
    is ULongArray   -> result.append(element.contentToString())
    else            -> result.append(element.toString())
} processed.removeAt(processed.lastIndex)
Returns the value for the given key, or the implicit default value for this map. By default no implicit value is provided for maps and a [NoSuchElementException] is thrown. To create a map with implicit default value use [withDefault] method. Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue]. This implicit default value is used when the original map doesn’t contain a value for the key specified and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map. When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call. public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> = when (this) {
    is MapWithDefault ->
        this.map.withDefault(defaultValue)
    else -> MapWithDefaultImpl(this, defaultValue)
}

map.containsKey(key)

CollectionsKt

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires
to pass an element of type `E`. @return `true` if the element has been successfully removed; `false` if it was not present in the collection. *

* @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified. *

* @return `true` if any element was removed from the collection, `false` if the collection was not modified. *

* `removeAll(elements: Collection<T>): Boolean =<@kotlin.internal.InlineOnly @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)@n/*\n * Removes all of this collection's elements that are also contained in the specified collection. *

* Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`. * `removeAll(elements: Collection<T>): Boolean =<@kotlin.internal.InlineOnly @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).removeAll(elements)@n/*

* Retains only the elements in this collection that are contained in the specified collection. *

* Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`. *

* `retainAll(elements: Collection<T>): Boolean =<@kotlin.internal.InlineOnly @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)@n/*

* Retains all elements of the given [elements] collection to this mutable collection. *

* `addAll(elements: Iterable<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Adds all elements of the given [elements] collection to this mutable collection. *

* `addAll(elements: Iterable<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes a single instance of the specified [element] from this mutable collection. *

* `removeAll(elements: Collection<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes all elements contained in the given [elements] collection from this mutable collection. *

* `removeAll(elements: Sequence<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes all elements contained in the given [elements] sequence from this mutable collection. *

* `removeAll(elements: Array<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes all elements contained in the given [elements] array from this mutable collection. *

* `removeAll(elements: Sequence<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes all elements contained in the given [elements] sequence from this mutable collection. *

* `removeAll(elements: Array<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n  * Removes all elements contained in the given [elements] array from this mutable collection. *

* `addAll(elements: Iterable<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Adds all elements of the given [elements] collection to this mutable collection. *

* `addAll(elements: Sequence<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Adds all elements of the given [elements] sequence to this mutable collection. *

* `addAll(elements: Array<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Adds all elements of the given [elements] array to this mutable collection. *

* `removeAll(elements: Collection<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Removes all elements contained in the given [elements] collection from this mutable collection. *

* `removeAll(elements: Sequence<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Removes all elements contained in the given [elements] sequence from this mutable collection. *

* `removeAll(elements: Array<T>): Boolean =<@kotlin.internal.InlineOnly @n/*\n* Removes all elements contained in the given [elements] array from this mutable collection. *
MutableCollection<T>.removeAll(elements: Array<out T>): Boolean { 
    return elements.isNotEmpty() &&
    removeAll(elements.toHashSet())
}

/**
 * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.
 */
public fun <T> MutableCollection<T>.retainAll(elements: Iterable<T>): Boolean {
    val set = toHashSet()
    return if (set.isNotEmpty())
        retainAll(set)
    else
        retainNothing()
}

MutableCollection<T>.retainAll(elements: Array<out T>): Boolean {
    return retainAll(elements.toHashSet())
}

MutableCollection<T>.retainAll(elements: Sequence<T>): Boolean {
    return retainAll(elements.toHashSet())
}

private fun <T> MutableList<T>.retainNothing(): Boolean {
    val result = isNotEmpty()
    clear()
    return result
}

/**
 * Removes all elements from this [MutableIterable] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when no elements were removed and
 * collection was not modified.
 */
public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this [MutableIterable] that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.
 */
public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

/**
 * Removes the element at the specified [index] from this list.
 * In Kotlin one should use the [MutableList.removeAt] function instead.
 */
@Deprecated("Use removeAt(index) instead.", ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else
    removeAt(0)

/**
 * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else
    removeAt(0)

/**
 * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else
    removeAt(lastIndex)

/**
 * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else
    removeAt(lastIndex)
```kotlin
val readIndex in 0..lastIndex) {
    val element = this[readIndex]
    if (predicate(element) == predicateResultToRemove)
        continue

    if (writeIndex != readIndex)
        this[writeIndex] = element
    writeIndex++
}
if (writeIndex < size) {
    for (removeIndex in lastIndex downTo writeIndex)
        removeAt(removeIndex)

    return true
} else {
    return false
}

// package kotlin.collections

private open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))

    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) = delegate.add(reversePositionIndex(index), element)
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

// package kotlin.sequences

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.",
ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(builderAction)
}
```

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samples.collections.Sequences.Building.buildSequenceYieldAll

/*
 * @restrictSuspension
 * @since Kotlin("1.3")
 */
public abstract class SequenceScope<in T> internal constructor() {

    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     */
    open fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    open suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    open suspend fun yieldAll(elements: Iterable<T>)

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    open suspend fun yieldAll(sequence: Sequence<T>)
}

@Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Done: State = 4
private const val State_Failed: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
    private var state = State_NotReady
    private var nextValue: T? = null
    private var nextIterator: Iterator<T>? = null
    var nextStep: Continuation<Unit>? = null

    override fun hasNext(): Boolean {
        while (true) {
            when (state) {
                State_NotReady -> {}
                State_ManyNotReady ->
                    if (nextIterator!!.hasNext()) {
                        state = State_ManyReady
                        return true
                    } else {
                        nextIterator = null
                    }
                State_Done -> return false
                State_Ready, State_ManyReady -> return true
                else -> throw exceptionalState()
            }

            state = State_Failed
            val step = nextStep!!
            nextStep = null
            step.resume(Unit)
        }
    }

    override fun next(): T {
        when (state) {
            State_NotReady -> { state = State_ManyReady
                return true
            } else {
                nextIterator = null
                state = State_Done
                return false
            }
        }
    }

    private fun nextNotReady(): T {
        if (!hasNext()) throw NoSuchElementException() else return next()
    }

    private fun exceptionalState(): Throwable = when (state) {
        State_Done -> NoSuchElementException()
        State_Failed -> IllegalStateException("Iterator has failed.")
        else -> throw IllegalStateException("Unexpected state of the iterator: $state")
    }

    override suspend fun yield(value: T) {
        nextValue = value
        state = State_Ready
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }

    override suspend fun yieldAll(iterator: Iterator<T>) {
        iterator.hasNext() return
        state = State_ManyReady
        return suspendCoroutineUninterceptedOrReturn { c ->
            nextStep = c
            COROUTINE_SUSPENDED
        }
    }

    // Completion continuation implementation
    override fun resumeWith(result: Result<Unit>) {
        result.getOrThrow() // just rethrow exception if it is there
    }

    @Suppress("UNCHECKED_CAST")
    override val context: CoroutineContext
        get() = EmptyCoroutineContext
}

package kotlin.collections

private fun
fun full() {
  val startIndex = buffer[0]
  val size = buffer.size
  val size = size + 1
  buffer[startIndex.forward(size)] = element
  size++

  * Removes [n] first elements from the buffer or fails with [IllegalStateException] if not enough elements in the buffer to remove
  *\n  \n  fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }
    if (n > 0) {
      val start = startIndex
      val end = start.forward(n)
      if (start > end) {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
      } else {
        buffer.fill(null, startIndex, end)
      }
    }
  }

  /**
   * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove
   */
  fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(n <= size) { "n shouldn't be greater than the buffer size: n = $n, size = $size" }
    if (n > 0) {
      val start = startIndex
      val end = start.forward(n)
      if (start > end) {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
      } else {
        buffer.fill(null, startIndex, end)
      }
    }
  }

  @Suppress("NOTHING_TO_INLINE")
  private inline fun Int.forward(n: Int): Int = (this + n) % capacity
}

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 */

package kotlin.collections

// UByteArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// UShortArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// UIntArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// ULongArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
  var i = left
  var j = right
  val pivot = array[(left + right) / 2]
  while (i <= j) {
    while (array[i] < pivot)
      i++
    while (array[j] > pivot)
      j--
    if (i <= j) {
      val tmp = array[i]
      array[i] = array[j]
      array[j] = tmp
      i++
      j--
    }
  }
  return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
  val index = partition(array, left, right)
  if (left < index - 1)
    quickSort(array, left, index - 1)
  if (index < right)
    quickSort(array, index, right)
}

// Interfaces
=============================================================================
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)
fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)

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 * LICENSE.txt file.
 */

package kotlin.contracts

import kotlin.internal.ContractsDsl
import kotlin.internal.InlineOnly

/**
 * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature
 * when declaring contracts of user functions.
 * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by
 * by annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.
 */
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@RequiresOptIn
@MustBeDocumented
public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc.,
 * can be used to describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the [contract] function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to `true`, `false` or `null`.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * A function declaring the `callsInPlace` effect must be _inline_.
     */
    @ContractsDsl public fun callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    /**
     * A function parameter will be invoked one time or not invoked at all.
     * This contract specifies that:
     * 1. the function [lambda] can only be invoked during the call of the owner function,
     * and it won't be invoked after that owner function call is completed;
     * 2. (optionally), the function [lambda] is invoked the amount of times specified by the [kind] parameter,
     * see the [InvocationKind] enum for possible values.
     * A function declaring the `callsInPlace` effect must be _inline_.
     */
    @ContractsDsl AT_MOST_ONCE,

    /**
     * A function parameter will be invoked one or more times.
     */
    @ContractsDsl AT_LEAST_ONCE,

    /**
     * A function parameter will be invoked exactly one time.
     */
    @ContractsDsl EXACTLY_ONCE,

    /**
     * A function parameter is called in place, but it’s unknown how many times it can be called.
     */
    @ContractsDsl UNKNOWN
}

/**
 * Specifies the contract of a function.
 * The contract description must be at the beginning of a function and have at least one
Only the top-level functions can have a contract for now.*

* @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.*

* @sample samples.contracts.returnsContract
* @sample samples.contracts.returnsTrueContract
* @sample samples.contracts.returnsFalseContract
* @sample samples.contracts.returnsNullContract
* @sample samples.contracts.returnsNotNullContract
* @sample samples.contracts.callsInPlaceAtMostOnceContract
* @sample samples.contracts.callsInPlaceAtLeastOnceContract
* @sample samples.contracts.callsInPlaceExactlyOnceContract

* The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and * intercepts all coroutine continuations with [interceptContinuation] invocations.*

* [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that * its implementation delegates [get][CoroutineContext.Element.get] and [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.*

* This function may simply return original [continuation] if it does not want to intercept this particular continuation.*

* When the original [continuation] completes, coroutine framework invokes [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if * `interceptContinuation` had previously returned a different continuation instance.*

* An public fun <T>

* Invoked for the continuation instance returned by [interceptContinuation] when the original * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] had returned a different continuation instance from the one it was invoked with.*

* Default implementation does nothing.*

* @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.*

* An public fun releaseInterceptedContinuation(continuation: Continuation<T>): Continuation<T>*

* `interceptContinuation` returns different continuation instance for the coroutine. Every element in this set has a unique [Key].
AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey\n
internal fun tryCast(element: Element): E? = safeCast(element)\n
internal fun isSubKey(key: Key<*>) {\n    return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n}

internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey \n
    internal fun tryCast(element: Element): E? = safeCast(element)\n    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey
}

/**
 * Returns the current element if it is associated with the given [key] in a polymorphic manner
 * or `null` otherwise.\n * This method returns non-null value if either [Element.key] is equal to the given [key] or if the\n * [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for the example of usage.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <E : Element> Element.getPolymorphicElement(key: Key<E>): E? {\n    if (key is AbstractCoroutineContextKey<*, *>) {\n        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n    }\n    return if (this.key === key) this as E else null\n}

/**
 * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic\n * manner or `null` otherwise.\n * This method returns empty context if either [Element.key] is equal to the given [key] or if the\n * [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for the example of usage.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext = \n
/**
 * An empty coroutine context.
 */
@SinceKotlin("1.3")\npublic object EmptyCoroutineContext : CoroutineContext, Serializable {
    private const val serialVersionUID: Long = 0
    private fun readResolve(): Any = EmptyCoroutineContext

    public override fun <E : Element> get(key: Key<E>): E? = null
    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =
        operation(left.fold(initial, operation), element)
    public override fun minusKey(key: Key<*>): CoroutineContext =
        when {
            newLeft === left -> this
            newLeft === EmptyCoroutineContext -> element
            else -> CombinedContext(newLeft, element)
        }
    public override fun equals(other: Any?): Boolean =
        this === other || other is CombinedContext && other.size() == size() &&
        other.containsAll(this)
    public override fun hashCode(): Int = left.hashCode() + element.hashCode()
    public override fun toString(): String =
        "{\n            "$acc, $element"
        }\n
    private fun writeReplace(): Any {
        val n = size()
        val elements = arrayOfNulls<CoroutineContext>(n)
        var index = 0
        fold(Unit) { _, element -> elements[index++] = element }
        check(index == n)
        @Suppress("UNCHECKED_CAST")
        return Serialized(elements as Array<CoroutineContext>)
    }

    private class Serialized(val elements: Array<CoroutineContext>) : Serializable {
        companion object {
            private const val serialVersionUID: Long = 0L
        }

        private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)
public inline suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")
}

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 *
 * **Note: this value should not be used in general code.** Using it outside of the context of [suspendCoroutineUninterceptedOrReturn] function return value (including, but not limited to, storing this value in other properties, returning it from other functions, etc) can lead to unspecified behavior of the code.
 */
public val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum here ensures two important properties:
// 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums)
// 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from
package kotlin.experimental

/** Performs a bitwise AND
 * operation between the two values. */
public inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation
 * between the two values. */
public inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation
 * between the two values. */
public inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
public inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()
/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.or(other: Short): Short =
(this.toInt() or other.toInt()).toShort()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Short.xor(other: Short): Short =
(this.toInt() xor other.toInt()).toShort()

/** Inverts the bits in this value. **/ 
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Short.inv(): Short =
(this.toInt().inv()).toShort()
specified with [level]: WARNING/ERROR mean that either a warning or an error\n* is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.\n* [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.\n* Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports\n* [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].\n* If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),\n* Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement\n* on the language version.\n* This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.\n*/
@Target(AnnotationTarget.CLASS,\n    AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,\n    AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class RequireKotlin(\n    val version: String,\n    val message: String = "",\n    val level: DeprecationLevel = DeprecationLevel.ERROR,\n    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n    val errorCode: Int = -1\n)\n
/**\n * The kind of the\n * version that is required by [RequireKotlin].\n */\n@SinceKotlin("1.2")\ninternal enum class RequireKotlinVersionKind {\n    LANGUAGE_VERSION,\n    COMPILER_VERSION,\n    API_VERSION,\n}

/**\n * Specifies that this declaration is a part of special DSL, used for constructing\n * function's contract.\n */\n@Target(AnnotationTarget.CLASS,\n    AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,\n    AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class ContractsDsl
?: throw IllegalStateException("Property ${property.name} should be initialized before get.")

override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
    this.value = value
}

override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
    this.value = value
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Base interface that can be used for implementing property delegates of read-only properties.
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures:
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 * @public fun interface ReadOnlyProperty<T, V> {
 *    operator fun getValue(thisRef: T, property: KProperty<*>): V
 *}
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Base interface that can be used for implementing property delegates of read-write properties.
 * This is provided only for convenience; you don't have to extend this interface as long as your property delegate has methods with the same signatures:
 * @param T the type of object which owns the delegated property.
 * @param V the type of the property value.
 * @public interface ReadWriteProperty<T, V> : ReadOnlyProperty<T, V> {
 *    operator fun getValue(thisRef: T, property: KProperty<*>): V
 *    operator fun setValue(thisRef: T, property: KProperty<*>, value: V)
 *}
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Base interface that can be used for implementing property delegate providers.
 * This is provided only for convenience; you don't have to extend this interface as long as your delegate provider has a method with the same signatures:
 * @param T the type of object which owns the delegated property.
 * @param D the type of property delegates this provider provides.
 */
@SinceKotlin("1.4")
public fun interface PropertyDelegateProvider<in T, out D> {
    operator fun provideDelegate(thisRef: T, property: KProperty<*>): D
}

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 */
public abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {
    private var value = initialValue

    /**
     * The callback which is called before a change to the property value is attempted.
     * The value of the property hasn't been changed yet, when this callback is invoked.
     * If the callback returns 'true' the value of the property is being set to the new value,
     * and if the callback returns 'false' the new value is discarded and the property remains its old value.
     * protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true
     * The callback which is called after the change of the property is made.
     * The value of the property has already been changed when this callback is invoked.
     * protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit
     */

    public override fun getValue(thisRef: Any?, property: KProperty<*>): V
    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V)
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * The callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * If the callback returns 'true' the value of the property is being set to the new value,
 * and if the callback returns 'false' the new value is discarded and the property remains its old value.
 * protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true
 * The callback which is called after the change of the property is made.
 * The value of the property has already been changed when this callback is invoked.
 * protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit
 */

/*
 * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be
0..array.size) { "fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}." }

require(fromIndex <= toIndex) { "fromIndex ($fromIndex) must be not greater than toIndex ($toIndex)." }

val steps = (toIndex - fromIndex) / 4

        var position = fromIndex
        repeat(steps) {
            val v = nextInt()
            array[position] = v.toByte()
            array[position + 1] = v.ushr(8).toByte()
            array[position + 2] = v.ushr(16).toByte()
            array[position + 3] = v.ushr(24).toByte()
            position += 4

        } val remainder = toIndex - position
        val vr = nextBits(remainder * 8)
        for (i in 0 until remainder) {
            array[position + i] = vr.ushr(i * 8).toByte()
        } for (i in 0 until remainder) {
            return array
        } /* * Fills the specified byte [array] with random bytes and returns it.

        * @return [array] filled with random bytes.

        */
        public fun nextBytes(number: Int) = nextBytes(ByteArray(number))

    /**
     * Creates a byte array of the specified [size], filled with random bytes.

     * @param size the size for the new array.

     * @return a new array.

     */
        public fun nextBytes(size: Int, fromIndex: Int, toIndex: Int): ByteArray = nextBytes(fromIndex, toIndex)

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Int` value.

     * Returns a random number generator with the same seed.

     * @throws IllegalArgumentException if [seed] is out of range.

     * @since 1.3

     */
        public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Long` value.

     * Returns a random number generator with the same seed.

     * @throws IllegalArgumentException if [seed] is out of range.

     * @since 1.3

     */
        public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

    /**
     * Gets the next random `Int` from the random number generator in the specified [range].

     * Generates an `Int` random value uniformly distributed in the specified [range]:

     * from `range.start` inclusive to `range.endInclusive` inclusive.

     * @throws IllegalArgumentException if [range] is empty.

     * @since 1.3

     */
        public fun Random.nextInt(range: IntRange): Int = when {
            range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
            range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
            range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
            else -> nextInt(range.first, range.last) + 1
        } /* * Generates an `Int` random value uniformly distributed in the specified [range].

         * @since 1.3

         */
        public fun Random.nextInt(from: Int, until: Int): Int = nextInt(from, until)

    /**
     * Gets the next random `Long` from the random number generator in the specified [range].

     * Generates an `Long` random value uniformly distributed in the specified [range]:

     * from `range.start` inclusive to `range.endInclusive` inclusive.

     * @throws IllegalArgumentException if [range] is empty.

     * @since 1.3

     */
        public fun Random.nextLong(range: LongRange): Long = when {
            range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
            range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
            range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
            else -> nextLong(range.first, range.last) + 1
        } /* * Generates a `Long` random value uniformly distributed in the specified [range].

         * @since 1.3

         */

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Long` value.

     * Returns a random number generator with the same seed.

     * @throws IllegalArgumentException if [seed] is out of range.

     * @since 1.3

     */
        public fun Random.nextLong(): Long = nextLong()

    /**
     * Returns a repeatable random number generator seeded with the given [seed] `Int` value.

     * Returns a random number generator with the same seed.

     * @throws IllegalArgumentException if [seed] is out of range.

     * @since 1.3

     */
        public fun Random.nextInt(): Int = nextInt()
Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
    else -> nextLong()
} internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until]."

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextUInt(0u, until)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt() xor
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)
    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
    else -> nextUInt()
} internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Long, until: Long) = require(until > from) {
    boundsErrorMessage(from, until)
}
internal fun checkRangeBounds(from: Double, until: Double) = require(until > from) {
    boundsErrorMessage(from, until)
}

internal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from, $until]."

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt =
    nextInt().toUInt()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt =
    nextUInt(0u, until)

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt() xor
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)
    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
    else -> nextUInt()
}
nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE
  return signedResult.toULong()
range of floating point numbers. * Extends [ClosedRange] interface providing custom operation
[lessThanOrEquals] for comparing values of range domain type.

* This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators.

* Achieve IEEE-754 comparison order instead of total order of floating point numbers.

* Override fun contains(value: T): Boolean = !lessThanOrEquals(start, value) && !lessThanOrEquals(value, endInclusive)

* Override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

* Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.

* This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to achieve IEEE-754 comparison order instead of total order of floating point numbers.

*/

@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * A closed range of values of type `Double`.
 *
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) :
    ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Double] value to the specified [that] value.
 *
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

/**
 * A closed range of values of type `Float`.
 *
 * Numbers are compared with the ends of this range according to IEEE-754.
 */
private class ClosedFloatRange(
    start: Float,
    endInclusive: Float
) :
    ClosedFloatingPointRange<Float> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Float get() = _start
    override val endInclusive: Float get() = _endInclusive

    override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b

    override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !(_start <= _endInclusive)

    override fun equals(other: Any?): Boolean {
        return other is ClosedFloatRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Float] value to the specified [that] value.
 *
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified [element].
 *
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null &&
    contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}

@file:kotlin.jvm.JvmName("KClasses")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 *
 * Throws an exception if the value is `null` or if it is not an instance of this class.
 *
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value
cannot be cast to $qualifiedOrSimpleName`\n    return value as T
}

// TODO: replace with qualifiedName
when it is fully supported in K/JS

/**
 * Casts
the given [value] to the class represented by this [KClass] object.\n
 * Returns `null` if the value is `null` or if it is not an
instance of this class.\n
 * This is an experimental function that behaves as a similar function from
kotlin.reflect.full on JVM.\n
 * @param value
 * @param T
 * @return T or `null`
 */
@SinceKotlin("1.1")
internal expect val KClass<*>.qualifiedOrSimpleName: String?

/**
 * Casts
the given [value] to the class represented by this [KClass] object.
 * Returns `null` if the value is `null` or if it is not
an instance of this class.\n
 * This is an experimental function that behaves as a similar function from
kotlin.reflect.full on JVM.\n
 * @param value
 * @param T
 * @return T or `null`
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value as T else

    /**
     * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
     * or to a type in a projection (*use-site variance*).
     *
     * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)
     * for more information.\n
     * @see [KTypeParameter.variance]
     * @see [KTypeProjection]
     */
    @SinceKotlin("1.1")
    enum class KVariance {\n        /**
         * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n
         * For example, in the type `Array<out Number>`,' `out Number` is a covariant projection of the type of class `Number`.\n
         * @see [KTypeProjection]
         */
        INVARIANT,\n
        /**
         * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.\n
         * For example, in the type `MutableList<in Number>`,' `in Number` is a contravariant projection of the type of class `Number`.\n
         * @see [KTypeProjection]
         */
        IN,\n
        /**
         * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.\n
         * For example, in the type `Array<out Number>`,' `out Number` is a covariant projection of the type of class `Number`.\n
         * @see [KTypeProjection]
         */
        OUT,
    }

    /**
     * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),\n     * or to a type in a projection (*use-site variance*).\n
     * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)
     * for more information.\n
     * @see [KTypeParameter.variance]
     * @see [KTypeProjection]
     */
    @SinceKotlin("1.1")
    public data class KTypeProjection\n        constructor(
            /**
             * The use-site variance specified in the projection, or `null` if this is a star projection.\n
             * @see [KVariance.INVARIANT]
             */
            public val variance: KVariance?,
            /**
             * The type specified in the projection, or `null` if this is a star projection.\n
             * @see [KType]
             */
            public val type: KType?
        ) {

            init {
                require((variance == null) == (type == null))\n                if (variance == null)\n                    "Star projection must have no type specified."
                else
                    "The projection variance $variance requires type to be specified."
            }

            override fun toString(): String = when (variance) {
                null -> "*"
                KVariance.INVARIANT -> type.toString()
                KVariance.IN -> "in $type"
                KVariance.OUT -> "out $type"
                else
                    "The projection variance $variance requires type to be specified."
            }

            public companion object {
                // provided for compiler access
                @PublishedApi
                internal val star: KTypeProjection =
                    KTypeProjection(null, null)

                /**
                 * Star projection, denoted by the `*` character.\n
                 * For example, in the type `KClass<*>`, `*` is the star projection.\n
                 * @see [KTypeProjection]
                 */
                public val STAR: KTypeProjection get() = star

                /**
                 * Creates an invariant projection of a given type.\n
                 * Invariant projection is just the type itself,\n
                 * @param type\n
                 * @return type\n
                 * @see [KTypeProjection]
                 */
                @PublishedApi
                public fun invariant(type: KType): KTypeProjection =
                    KTypeProjection(KVariance.INVARIANT, type)

                /**
                 * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to it.\n
                 * For example, in the type `MutableList<in Number>`,' `in Number` is a contravariant projection of the type of class `Number`.\n
                 * @param type\n
                 * @return type\n
                 * @see [KTypeProjection]
                 */
                @PublishedApi
                public fun contravariant(type: KType): KTypeProjection =
                    KTypeProjection(KVariance.IN, type)

                /**
                 * Creates a covariant projection of a given type, denoted by the `out` modifier applied to it.\n
                 * For example, in the type `Array<out Number>`,' `out Number` is a covariant projection of the type of class `Number`.\n
                 * @param type\n
                 * @return type\n
                 * @see [KTypeProjection]
                 */
                @PublishedApi
                public fun covariant(type: KType): KTypeProjection =
                    KTypeProjection(KVariance.OUT, type)
            }
        }
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```
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* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
* package kotlin.reflect
* Returns a runtime representation of the given reified type [T] as an instance of [KType].
*/

package kotlin.reflect

/**
 * Returns a runtime representation of the given reified type [T] as an instance of [KType].
 */
@Suppress("unused") // KT-12448
@SinceKotlin("1.3.3")
@ExperimentalStdlibApi
public inline fun <reified T> typeOf(): KType =

throw UnsupportedOperationException("This function is implemented as an intrinsic on all supported platforms.");

/**
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     * @param value the character to append.
     */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence [value] to this Appendable and returns this instance.
     * @param value the character sequence to append.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.
     * @param value the character sequence from which a subsequence is appended.
     * @param startIndex the beginning (inclusive) of the subsequence to append.
     * @param endIndex the end (exclusive) of the subsequence to append.
     */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable
}

/**
 * Appends all arguments to the given Appendable.
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

/** Appends a line feed character (`\n`) to this Appendable. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(): Appendable = appendLine()

/** Appends value to the given Appendable and a line feed character (`\n`) after it. */
@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun Appendable.appendLine(value: Char): Appendable = appendLine(value)

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 */
public fun <T> T appendLine(value: Char): Appendable = append(value).appendLine()

* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("CharsKt")
* package kotlin.text
* @sample samples.text.Chars
* * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
* * Two
* */

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characters are considered the same ignoring case if at least one of the following is `true`:

- The two characters are the same (as compared by the `==` operator)
- Applying the method `toUpperCase` to each character produces the same result

- Applying the method `toLowerCase` to each character produces the same result if at least one of the following is `true`:
  - The two characters are the same (as compared by the `==` operator)
  - Applying the method `toUpperCase` to each character produces the same result
  - Applying the method `toLowerCase` to each character produces the same result

```java
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}
```

```java
/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE
```

```java
/**
 * Trims leading whitespace characters followed by `[marginPrefix]` from every line of a source string and removes lines if the last lines are blank (notice difference blank vs empty).

- Doesn’t affect a line if it doesn’t contain `[marginPrefix]` except the first and the last blank lines.
- `*un*` Doesn’t preserve the original line endings.
- Every line starts with the margin delimiters, which is a margin delimiters.

Default is `\}` (pipe character).

- Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last blank lines if they are blank (notice difference blank vs empty).

Note that blank lines do not affect the detected indent level.
- In case if there are non-blank lines with no leading whitespace characters (no indent at all) then the `*un*` common indent is 0, and therefore this function doesn’t change the indentation.

- Doesn’t preserve the original line endings.

```
license that can be found in the license/LICENSE.txt file.

*package kotlin.text

/**
 * Defines names for Unicode symbols used in proper Typography.
 */

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the
 * regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the
 * entire match.
 * An element of the collection at the particular index can be `null`, if the corresponding
 * group in the regular expression is optional and there was no match captured by that group.
 * **public interface MatchGroupCollection : Collection<MatchGroup?>**
 * Returns a group with the specified [index].
 * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
 * Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0
 * corresponds to the entire match.
 * **public operator fun get(index: Int): MatchGroup?**
 * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
 * @throws IllegalCastException if there is no group with the specified [name] defined in the regex pattern.
 * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.
 */

@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
     * @throws IllegalCastException if there is no group with the specified [name] defined in the regex pattern.
     */
    public operator fun get(name: String): MatchGroup?;
}


MatchGroup?

/*
 * Represents the results from a single regular expression match.
 */
public interface MatchResult {
    /*
     * The range of indices in the original string where match was captured.
     */
    IntRange
    /** The substring from the input string captured by this match.
     */
    String
    /*
     * A collection of groups matched by the regular expression.
     */
    * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     */
    * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
    */
    MatchGroupCollection
    /*
     * A list of matched indexed group values.
     */
    * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     */
    * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
    */
    public val value: String
    /**
     * A collection of groups matched by the regular expression.
     *
     * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
     */
    * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
    */
    * If the group in the regular expression is optional and there were no match captured by that group,
     * corresponding item in [groupValues] is an empty string.
    */
    public val groups: MatchGroupCollection

    /**
     * A list of matched indexed group values.
     */
    public val groupValues: List<String>

    /**
     * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment
     * of group values.
     */
    * component1 corresponds to the value of the first group, component2 2014 of the second,
     * and so on.
     */
    public val destructured: Destructured get() = Destructured(this)

    /** Returns a new [MatchResult] with the
     * results for the next match, starting at the position
     * at which the last match ended (at the character after the last
     * matched character).
     */
    public fun next(): MatchResult?

    /**
     * Provides components for
     * destructuring assignment of group values.
     *
     * [component1] corresponds to the value of the first group,
     * [component2] 2014 of the second, and so on.
     */
    public class Destructured internal
    constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly
        public operator inline fun
        component1():  String = match.groupValues[1]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component2():  String = match.groupValues[2]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component3():  String = match.groupValues[3]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component4():  String = match.groupValues[4]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component5():  String = match.groupValues[5]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component6():  String = match.groupValues[6]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component7():  String = match.groupValues[7]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component8():  String = match.groupValues[8]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component9():  String = match.groupValues[9]
        @kotlin.internal.InlineOnly
        public operator inline fun
        component10(): String = match.groupValues[10]
    }

    /**
     * Returns destructured group values as a list of
     * strings.
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}

package kotlin.time

import kotlin.contracts.*
import kotlin.math.abs

@OptIn(ExperimentalTime::class)
private inline val storageUnit
    get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from
 * another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds], and so on.
 * Available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units] [DurationUnit] use the functions [toInt], [toLong],
 * and [toDouble] or the properties [inHours], [inMinutes], [inSeconds], [inNanoseconds], and so on.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) :
Splits this duration into minutes, seconds, and nanoseconds and executes the given `action`
    }

    /**
     * Calls `action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)`
     * Returns a duration whose value is the sum of this and [other] duration values.
     * @param other The duration to add
     * @param action The action to execute
     */
    public inline fun <T> plus(other: Duration, action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
        return
    }

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. */
        public val INFINITE: Duration =

        /** The duration whose value is negative infinity. */
        public val NEGATIVE_INFINITY: Duration = Duration(Double.NEGATIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =

        /** Returns the negative of this duration. */
        public operator fun unaryMinus(): Duration

        /** Returns a number that is the ratio of this and [other] duration values. */
        public operator fun div(other: Duration): Double = this.value / other.value

        /** Returns true, if the duration value is finite. */
        public fun isInfinite(): Boolean = value.isInfinite()

        /** Returns true, if the duration value is less than zero. */
        public fun isNegative(): Boolean = value < 0

        /** Returns true, if the duration value is greater than zero. */
        public fun isPositive(): Boolean = value > 0

        /** Returns true, if the duration value is non-negative. */
        public fun isNonNegative(): Boolean = value.isNonNegative()

        /** Returns true, if the duration value is greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE]. */
        public fun isOutsideRange(): Boolean = value.isOutsideRange()

        /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */
        public val POSITIVE_INFINITY: Duration = Duration(Double.POSITIVE_INFINITY)

        /** The duration whose value is negative infinity. */
        public val NEGATIVE_INFINITY: Duration = Duration(Double.NEGATIVE_INFINITY)

        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. */
        public val INFINITE: Duration =

        /** The duration whose value is negative infinity. */
        public val NEGATIVE_INFINITY: Duration = Duration(Double.NEGATIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =

        /** Returns the negative of this duration. */
        public operator fun unaryMinus(): Duration

        /** Returns a number that is the ratio of this and [other] duration values. */
        public operator fun div(other: Duration): Double = this.value / other.value

        /** Returns true, if the duration value is finite. */
        public fun isInfinite(): Boolean = value.isInfinite()

        /** Returns true, if the duration value is less than zero. */
        public fun isNegative(): Boolean = value < 0

        /** Returns true, if the duration value is greater than zero. */
        public fun isPositive(): Boolean = value > 0

        /** Returns true, if the duration value is non-negative. */
        public fun isNonNegative(): Boolean = value.isNonNegative()

        /** Returns true, if the duration value is outside the specified range. */
        public fun isOutsideRange(): Boolean = value.isOutsideRange()

        /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */
        public val POSITIVE_INFINITY: Duration = Duration(Double.POSITIVE_INFINITY)

        /** The duration whose value is negative infinity. */
        public val NEGATIVE_INFINITY: Duration = Duration(Double.NEGATIVE_INFINITY)
The result of [action] is returned as the result of this function. * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1,000,000,000; * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60; * - `minutes` represents the whole number of minutes in this duration. * If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], * it is coerced into that range.

public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {
    contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }
    return action(inMinutes.toInt(),
        secondsComponent, nanosecondsComponent)
} /**

    * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
    * The result of [action] is returned as the result of this function.
    * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1,000,000,000;
    * - `seconds` represents the whole number of seconds in this duration.
    * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE], * it is coerced into that range.
    * @PublishedApi
    internal val hoursComponent: Int get() = (inHours % 24).toInt()
    @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
    @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt()
    @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /** Returns the value of this duration expressed as a [Long] number of the specified [unit]. * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /** Returns the value of this duration expressed as an [Int] number of the specified [unit]. * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt] for details.
    * @PublishedApi
    internal fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /** The value of this duration expressed as a [Double] number of days. */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. * The value is coerced to the range of [Double] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLongInHours(): Long = toDouble(DurationUnit.HOURS).toLong()

    /** The value of this duration expressed as a [Double] number of minutes. * The value is coerced to the range of [Double] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLongInMinutes(): Long = toDouble(DurationUnit.MINUTES).toLong()

    /** The value of this duration expressed as a [Double] number of milliseconds. * The value is coerced to the range of [Double] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLongInMilliseconds(): Long = toDouble(DurationUnit.MILLISECONDS).toLong()

    /** The value of this duration expressed as a [Double] number of microseconds. * The value is coerced to the range of [Double] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLongInMicroseconds(): Long = toDouble(DurationUnit.MICROSECONDS).toLong()

    /** The value of this duration expressed as a [Double] number of nanoseconds. * The value is coerced to the range of [Double] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.
    * @PublishedApi
    internal fun toLongInNanoseconds(): Long = toDouble(DurationUnit.NANoseconds).toLong()

    /** Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
    * - zero duration is formatted as "\00s" * - the infinite duration is formatted as "\Infinity\" without unit
    * - very small durations (less than 1e-15 s) are expressed in seconds and
properties

/** Returns a [Duration] equal to this [Int] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Long] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Double] number of nanoseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)

/** Returns a [Duration] equal to this [Int] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Long] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Double] number of microseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/** Returns a [Duration] equal to this [Int] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Long] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Double] number of milliseconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/** Returns a [Duration] equal to this [Int] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() = toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Long] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() = toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Double] number of seconds. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() = toDuration(DurationUnit.SECONDS)

/** Returns a [Duration] equal to this [Int] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() = toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() = toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() = toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() = toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() = toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() = toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() = toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() = toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.days get() = toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
public inline operator fun Double.times(duration: Duration): Duration = duration * this

Open Source Used In DNAC Platform Guardian 11329
formatToExactDecimals(value: Double, decimals: Int): String

internal expect fun formatScientific(value: Double): String

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 */

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("\"DurationUnitKt\"")

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {
    NANOSECONDS,
    MICROSECONDS,
    MILLISECONDS,
    SECONDS,
    MINUTES,
    HOURS,
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function `elapsedNow()`).

```kotlin
/**
 * Returns a time mark on the same time source that is behind this time mark by the specified [duration].
 * The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.
 */
public open operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)

/**
 * Returns a time mark on the same time source that is behind this time mark by the specified [duration].
 * The returned time mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
 */
public open operator fun minus(duration: Duration): TimeMark = plus(-duration)

/**
 * Returns true if this time mark has passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.
 */
public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

/**
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent invocations.
 * If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.
 */
public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalTime
public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
public typealias ClockMark = TimeMark
```

---

`Open Source Used In DNAC Platform Guardian 11331`
LongTimeMark(startedAt, timeSource, offset + duration)

override fun markNow(): TimeMark =
    LongTimeMark(read(), this, Duration.ZERO)

* An abstract class used to implement time sources that return their readings as [Double] values in the specified unit. The unit in which this time source's readings are expressed.

* @property The unit in this time source's readings.

public abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    override fun markNow(): TimeMark =
        DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
            override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
            override fun plus(duration: Duration): TimeMark =
                DoubleTimeMark(startedAt, timeSource, offset + duration)

    private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark =
            DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark =
        DoubleTimeMark(startedAt, timeSource, offset + duration)

    /**
     * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.
     * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
     * ```
     * val timeSource = TestTimeSource()
     * timeSource += 10.seconds
     * ```
     * Implementation note: the current reading value is stored as a [Long] number of nanoseconds, thus it's capable to represent a time range of approximately 1000 years.
     * Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0)
            overflow(duration)
        } else {
            // when delta is greater than long, add it as double
        } else {
            // when delta is greater than long, add it as double
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)
            newReading.toLong()
        }
    }

    private fun overflow(duration: Duration) {
        throw IllegalStateException("TestTimeSource will overflow if its reading $reading ns is advanced by $duration."")
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource.Monotonic instead.",
    ReplaceWith("TimeSource.Monotonic", "kotlin.time.TimeSource"), DeprecationLevel.ERROR)
public typealias MonoClock =
    TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.",
    ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractLongClock =
    AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractDoubleTimeSource instead.",
    ReplaceWith("AbstractDoubleTimeSource", "kotlin.time.AbstractDoubleTimeSource"), DeprecationLevel.ERROR)
public typealias AbstractDoubleClock =
    AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.",
    ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"), DeprecationLevel.ERROR)
public typealias TestClock =
    TestTimeSource

"/*
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 * LICENSE.txt file.*/

 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with
 * [TimeSource.Monotonic].
measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * The elapsed time is measured with the specified ‘this’ [TimeSource] instance.
 */
@SinceKotlin("1.3")@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return markNow().mark(block()).mark.elapsedNow()./*@property*/ duration /*@property*/ duration the time elapsed to execute the action

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both
 * the result of the function execution and the duration of elapsed time interval.
 * The elapsed time is measured with [TimeSource.Monotonic].
 */
@SinceKotlin("1.3")@ExperimentalTime
public inline fun measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}

/**
 * Defines deep recursive function
 * takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] can be used to make a recursive call
 * To initiate a call to this deep recursive function use its [invoke] function.
 * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.
 * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] can be used to make a recursive call
 * Other instances of [DeepRecursiveFunction] can be called in this scope with
 * `callRecursive` extension.
 */
@SinceKotlin("1.3")
public class DeepRecursiveFunction<T, R> {
    private val block: (T) -> R
    private val deep: DeepRecursiveFunction<T, R> = this
    private val even: DeepRecursiveFunction<T, R> = this
    private val odd: DeepRecursiveFunction<T, R> = this

    override fun invoke(t: T): R {
        return when (t) {
            is Int, Int ->
                t
            is DeepRecursiveFunction, Int, Int ->
                t
            else ->
                deep.invoke(t)
        }
    }
}

open class DeepRecursiveScope<T, R>(val block: (T) -> R) : DeepRecursiveFunction<T, R>() {
    override fun invoke(t: T): R {
        return super.invoke(t)
    }
}

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 */

package kotlin

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*

/**
 * Takes one parameter of type [T] and returns a result of type [R].
 * The [block] of code defines the body of a recursive function. In this block
 * [callRecursive] can be used to make a recursive call
 * Other instances of [DeepRecursiveFunction] can be called in this scope with
 * `callRecursive` extension.
 */
@SinceKotlin("1.3")
public class DeepRecursiveFunction<T, R> {
    private val block: (T) -> R
    private val deep: DeepRecursiveFunction<T, R> = this
    private val even: DeepRecursiveFunction<T, R> = this
    private val odd: DeepRecursiveFunction<T, R> = this

    override fun invoke(t: T): R {
        return when (t) {
            is Int, Int ->
                t
            is DeepRecursiveFunction, Int, Int ->
                t
            else ->
                deep.invoke(t)
        }
    }
}

open class DeepRecursiveScope<T, R>(val block: (T) -> R) : DeepRecursiveFunction<T, R>() {
    override fun invoke(t: T): R {
        return super.invoke(t)
    }
}
public class DeepRecursiveFunction<T, R>(
    internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R
)

/**
 * Initiates a call to this deep recursive function,
 * forming a root of the call tree.
 */
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public operator fun <T, R> DeepRecursiveFunction<T, R>.invoke(value: T): R =
    DeepRecursiveScopeImpl<T, R>(block, value).runCallLoop()

/**
 * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to
 * recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.
 */
@RestrictsSuspension
@SinceKotlin("1.4")
@ExperimentalStdlibApi
public sealed class DeepRecursiveScope<T, R> {
    /**
     * Makes recursive call to this [DeepRecursiveFunction] function putting
     * the call activation frame on the heap,
     * as opposed to the actual call stack that is used by a regular recursive call.
     */
    public abstract suspend fun callRecursive(value: T): R

    /**
     * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,
     * as opposed to the actual call stack that is used by a regular call.
     */

    @Deprecated(
        level = DeprecationLevel.ERROR,
        message =
            "'invoke' should not be called from DeepRecursiveScope. " +
            "Use 'callRecursive' to do recursion in the heap instead of the call stack."
    )
    @Suppress("UNUSED_PARAMETER")
    public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =
        throw UnsupportedOperationException("Should not be called from DeepRecursiveScope")
}

// ================== Implementation

@ExperimentalStdlibApi
private typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) -> Any?

private val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)

@Suppress("UNCHECKED_CAST")
@ExperimentalStdlibApi
private class DeepRecursiveScopeImpl<T, R>(
    block: suspend DeepRecursiveScope<T, R>.(T) -> R,
    value: T
) : DeepRecursiveScope<T, R>(), Continuation<R> {
    // Active function block
    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock

    // Value to call function
    private var value: Any? = value

    // Continuation of the current call
    private var cont: Continuation<Any?>? = this as Continuation<Any?>

    // Completion result (completion of the whole call stack)
    private var result: Result<Any?> = UNDEFINED_RESULT

    override val context: CoroutineContext
        get() = EmptyCoroutineContext

    override fun resumeWith(result: Result<R>) {
        this.cont = null
        this.result = result
    }

    override suspend fun callRecursive(value: T): R =
        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling the same function that is currently active
            this.cont = cont
            this.value = value
            COROUTINE_SUSPENDED
        }

        suspendCoroutineUninterceptedOrReturn { cont ->
            // calling another recursive function
            this.cont = cont
            this.value = value
            COROUTINE_SUSPENDED
        }

    private fun crossFunctionCompletion(
        currentFunction: DeepRecursiveFunctionBlock,
        cont: Continuation<Any?>
    ): Continuation<Any?> =
        Continuation(EmptyCoroutineContext) {
            // when going back from a trampoline we cannot just call cont.resume (stack usage!)
            // We delegate the cont.resume call to runCallLoop
            this.cont = cont
            this.result = it
            @Suppress("UNCHECKED_CAST")
            fun runCallLoop(): R {
                while (true)
            }
            Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith
    }
}
when the whole computation completes
val result = this.result
val cont = this.cont
?:
return (result as Result<R>).getOrThrow() // done -- final result
// The order of comparison is important here for that case of rogue class with broken equals
if (UNDEFINED_RESULT == result) {
    \n    // call \"function\" with \"value\" using \"cont\" as completion
    val r = try {
        // This is block.startCoroutine(this, value, cont)
        function.startCoroutineUninterceptedOrReturn(this, value, cont)
    } catch (e: Throwable) {
        cont.resumeWithException(e)
        continue
    }
    // If the function returns without suspension -- calls its continuation immediately
    if (r !== COROUTINE_SUSPENDED)
        cont.resume(r as R)
} else {
    // we returned from a crossFunctionCompletion trampoline -- call resume here
    this.result = UNDEFINED_RESULT // reset
    cont.resumeWith(result)
}

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kotlin.internal.InlineOnly

@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0

package kotlin

private val version = versionOf(major, minor, patch)

private fun versionOf(major: Int, minor: Int, patch: Int): Int {
    require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
        "Version components are out of range: $major.$minor.$patch"
    }
    return major.shl(16) + minor.shl(8) + patch
}

override fun compareTo(other: KotlinVersion): Int = version - other.version

/**
 * Returns `true` if this version is not less than the version specified
 * with the provided [major] and [minor] components.
 */
public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)
    this.major > major || (this.major == major &&
            (this.minor > minor || this.minor == minor &&
                    this.patch >= patch))

@kotlin.jvm.JvmField
public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0) // value is written here automatically during build

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false`
 * otherwise.
 */
*val *\n*
@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

public val CURRENT: KotlinVersion = KotlinVersion(1, 4, 0) // value is written here automatically during build

@property:AccessibleLateinitPropertyLiteral

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 */

@file:kotlin.jvm.JvmName("LazyKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin

import kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [Lazy] function:
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     * *public* value: T
     * *ret* Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     * *public* fun isInitialized(): Boolean
     * *ret* Gets the lazily initialized value of the current Lazy instance.
     * *public* fun <T> lazyOf(value: T): Lazy<T> =
     * *public* fun getValue(thisRef: Any?, property: KProperty<*>): T = value
     * *public* enum class LazyThreadSafetyMode {
     * "Synchronized",
     * "Publication",
     * "None",
     * }
     */
     }

    override val value: T
        get() { return value as T }
    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE
    override fun toString(): String = if (isInitialized()) value.toString() else "Lazy value not initialized yet."
    private fun writeReplace(): Any = InitializedLazyImpl(value)

    internal object UNINITIALIZED_VALUE

    // internal to be called from lazy in JS
    internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
        private var initializer: (() -> T)? = initializer
        private var _value: Any? = UNINITIALIZED_VALUE
        override val value: T
            get() {
                if (_value === UNINITIALIZED_VALUE) {
                    _value = initializer!!()
                    initializer = null
                }
                return _value as T
            }
    }

    internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
        override fun isInitialized(): Boolean = true
        override fun toString(): String = value.toString()
    }

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     */

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("NumbersKt")
    package kotlin

    /**
     * Counts the number of set bits in the binary representation of this [Int] number.
     */
    public expect fun Int.countOneBits(): Int

    /**
     * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
     */
    public expect fun Int.countLeadingZeroBits(): Int

    /**
     * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
     */
    public expect fun Int.countTrailingZeroBits(): Int

    /**
     * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number, or zero, if this number is zero.
     */
    public expect fun Int.takeHighestOneBit(): Int
}
significant set bit of this [Int] number, or zero, if this number is zero.

*An@SinceKotlin("1.4")@WasExperimental(ExperimentalStdlibApi::class)public expect fun
Int.takeLowestOneBit(): Int

* Rotate the binary representation of this [Int] number left by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count. Rotating by a multiple of [Int.SIZE_BITS] returns the same number, or more generally:

* number.rotateLeft(-n) == number.rotateRight(n)

* Rotate a [Long] number left by the specified [bitCount] number of bits. The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count. Rotating by a multiple of [Long.SIZE_BITS] returns the same number, or more generally:

* number.rotateLeft(-n) == number.rotateRight(n)

* number.countZeroBits(): Int

* Counts the number of set bits in the binary representation of this [Long] number.

* number.countTrailingZeroBits(): Int

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.

* number.countLeadingZeroBits(): Int

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

* number.countOneBits(): Int

* Counts the number of set bits in the binary representation of this [Byte] number.

* number.countLeadingZeroBits(): Int

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.
representation of this [Byte] number.

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x0100).countTrailingZeroBits()

* Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number, \( n \) * or zero, if this number is zero.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()

* Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number, \( n \) * or zero, if this number is zero.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()

* Returns the binary representation of this [Byte] number left by the specified [bitCount] number of bits. \( n \) * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. \( n \) * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \( n \) == number.rotateLeft(-\( n \)) == number.rotateRight(\( n \)) \* Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally: \( n \) * `number.rotateLeft(n % 8)`

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

* Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits. \( n \) * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. \( n \) * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \( n \) * `number.rotateRight(-\( n \)) == number.rotateLeft(\( n \))` * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally: \( n \) * `number.rotateRight(n % 8)`

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

* Rotates the binary representation of this [Byte] number by the specified [bitCount] number of bits. \( n \) * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side. \( n \) * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \( n \) * `number.rotateRight(-\( n \)) == number.rotateLeft(\( n \))` * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally: \( n \) * `number.rotateRight(n % 8)`

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()

* Counts the number of set bits in the binary representation of this [Short] number.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number, \( n \) * or zero, if this number is zero.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()

* Returns a number having a single bit set in the position of the least significant set bit of this [Short] number, \( n \) * or zero, if this number is zero.
```

```kotlin
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun Short.takeTrailingZeroBits(): Int = (toInt() or 0x10000).takeTrailingZeroBits()

* Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits. \( n \) * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side. \( n \) * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \( n \) * `number.rotateLeft(-\( n \)) == number.rotateRight(\( n \))` * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally: \( n \) * `number.rotateLeft(n % 16)`
// Since Kotlin("1.3") @ ExperimentalStdlibApi
public fun Short.rotateLeft(bitCount: Int): Short =
(int().shl(bitCount and 15) or (int() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()

/**
 * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 */
@SinceKotlin("1.3") @ ExperimentalStdlibApi
public fun Short.rotateRight(bitCount: Int): Short =
(int().shl(16 - (bitCount and 15)) or (int() and 0xFFFF).ushr(bitCount and 15)).toShort()
override fun hashCode(): Int = if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type UInt. */

        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>{
    init {
        if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")
        +/-n * The last element in the progression.
        */+n * public
        val last: UInt = getProgressionLastElement(start, endInclusive, step)

    /**
     * The first element in the progression.
     */
    public val first: UInt = start

    /**
     * The step of the progression.
     */
    public val step: Int = step

    override fun iterator(): UIntIterator = UIntProgressionIterator(first, last, step)

    /**
     * Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean = other is UIntProgression && (isEmpty() && other.isEmpty() || first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion

    object {
        /**
         * Creates UIntProgression within the specified bounds of a closed range.

         * The progression starts with the `rangeStart` value and goes toward the `rangeEnd` value not excluding it, with the specified [step].
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

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// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive:
ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE) /** A progression of values of type 'ULong'.
 */ @SinceKotlin("1.3") @ExperimentalUnsignedTypes @public open class ULongProgression internal constructor(start: ULong, endInclusive: ULong, step: Long) :
        Iterable<ULong> {
            init {
                if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
                if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.""")
            } /** The first element in the progression. */ public val first: ULong = start
            /** The last element in the progression. */ public val last: ULong = getProgressionLastElement(start, endInclusive, step)
            /** The step of the progression. */ public val step: Long = step
            override fun iterator(): ULongIterator = ULongProgressionIterator(first, last, step)
            /** Checks if the progression is empty. */ public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last
            override fun equals(other: Any?): Boolean = other is ULongProgression && (isEmpty() && other.isEmpty() || first == other.first && last == other.last && step == other.step)
            override fun hashCode(): Int = if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt() + (step xor (step ushr 32)).toInt())
            override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"
        }

        /** An iterator over a progression of values of type `ULong`.
         * @property step the number by which the value is incremented on each step.
         */
        @SinceKotlin("1.3") @ExperimentalUnsignedTypes @private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
            private val finalElement = last
            private var hasNext: Boolean = if (step > 0) first <= last else first >= last
            private val step = step.toULong() // use 2-complement math for negative steps
            private var next = if (hasNext) first else finalElement
            override fun hasNext(): Boolean = hasNext
            override fun nextULong(): ULong {
                val value = next
                if (value == finalElement) {
                    if (!hasNext) throw kotlin.NoSuchElementException()
                    hasNext = false
                } else {
                    next += step
                }
                return value
            }
        }

        /*
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         */

        package kotlin.math

        /**
         * Returns the smaller of two values.
         */
        @SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @public inline fun min(a:
                UInt, b: UInt): UInt {
            return minOf(a, b)
        }

        /**
         * Returns the smaller of two values.
         */
        @SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @public inline fun min(a:
                ULong, b: ULong): ULong {
            return minOf(a, b)
        }

        /**
         * Returns the greater of two values.
         */
        @SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @public inline fun max(a:
                UInt, b: UInt): UInt {
            return maxOf(a, b)
        }

        /**
         * Returns the greater of two values.
         */
        @SinceKotlin("1.3") @ExperimentalUnsignedTypes @kotlin.internal.InlineOnly @public inline fun max(a:
                ULong, b: ULong): ULong {
            return maxOf(a, b)
        }

        /*
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         */

        package

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         */

        @file:kotlin.jvm.JvmName("UNumbersKt")
        package
kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.countLeadingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number, or zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number, or zero, if this number is zero.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toUInt()
toLong().takeHighestOneBit().toULong()\n
/**
 * Returns a number having a single bit set in the position of the
 * least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeLowestOneBit(): ULong =
toLong().takeLowestOneBit().toULong()\n
/**
 * Rotates the binary representation of this [ULong] number left
 * by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
 * number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the
 * same as rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n */
Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:\n
`number.rotateLeft(n) == number.rotateLeft(n % 64)`

/*
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * number.rotateRight(-n) == number.rotateLeft(n)\n */
Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally:\n
`number.rotateRight(n) == number.rotateRight(n % 64)`

/**
 * Counts the number of set bits in the binary representation of this [ULong] number.\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countOneBits(): Int = toUInt().countOneBits()  

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n
/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n
/**
 * Returns a number having a single bit set in the position of the most
 * significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeHighestOneBit(): UByte =
toInt().takeHighestOneBit().toUByte()\n
/**
 * Returns a number having a single bit set in the position of the least
 * significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n */
@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()\n
/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
 * number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the
 * same as rotating it right by the negated bit count:\n * number.rotateLeft(-n) == number.rotateRight(n)\n */
Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally:\n
`number.rotateLeft(n) == number.rotateLeft(n % 8)`

/*
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n */
Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
`number.rotateRight(-n) == number.rotateLeft(n)`

Rotating by a multiple of `UByte.SIZE_BITS` (8) returns the same number, or more generally:
`number.rotateRight(n % 8) == number.rotateRight(n)`

Counts the number of set bits in the binary representation of this [UByte] number:
`
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()
`

Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number:
`
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()
`

Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number:
`
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()
`

Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
`number.rotateLeft(-n) == number.rotateRight(n)`

Rotating by a multiple of `UShort.SIZE_BITS` (16) returns the same number, or more generally:
`number.rotateRight(n) == number.rotateRight(n % 16)`

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```kotlin
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( \text{start} \) to \( \text{end} \) in case of a positive \( \text{step} \), or from \( \text{end} \) to \( \text{start} \) in case of a negative \( \text{step} \).
 *
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * - either \( \text{step} > 0 \) and \( \text{start} \leq \text{end} \),
 * - or \( \text{step} < 0 \) and \( \text{start} \geq \text{end} \).
 *
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \( \text{start} \) to \( \text{end} \) in case of a positive \( \text{step} \), or from \( \text{end} \) to \( \text{start} \) in case of a negative \( \text{step} \).
 *
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n * - either \( \text{step} > 0 \) and \( \text{start} \leq \text{end} \),
 * - or \( \text{step} < 0 \) and \( \text{start} \geq \text{end} \).
 *
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

---

```kotlin
@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this \[Byte\] value in the specified \[radix\].
 *
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this \[Short\] value in the specified \[radix\].
 *
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of this \[Int\] value in the specified \[radix\].
 *
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Returns a string representation of this \[Long\] value in the specified \[radix\].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

/**
 * Parses the string as a signed \[UByte\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed \[UByte\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a signed \[UShort\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed \[UShort\] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when \[radix\] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort =
toUShortOrNull(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UByte.MAX_VALUE) return null
    return int.toUByte()
}

/**
 * Parses the string as a [UShort] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UShort] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    if (int > UShort.MAX_VALUE) return null
    return int.toUShort()
}

/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(radix: Int): UInt? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val limit: UInt = UInt.MAX_VALUE
    val start: Int

    val firstChar = this[0]
    if (firstChar < '0') {
        if (length == 1 || firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }

    val limitForMaxRadix = 119304647u  // limit / 36

    var limitBeforeMul = limitForMaxRadix
    var uradix = radix.toUInt()
    var result = 0u
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result > limitBeforeMul) {
            limitBeforeMul = limit / uradix
            if (result > limitBeforeMul) {
                return null
            } else {
                limitBeforeMul = limit / uradix
            }
        }

        result *= uradix
        result += digit.toUInt()
    }

    return result
}

/**
 * Parses the string as an [ULong] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as an [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? {

    val int = this.toUIntOrNull(radix) ?: return null
    if (int > ULong.MAX_VALUE) return null

    return int.toULong()
}

/**
 * Parses the string as a [UByte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte? = toUByte(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UShort] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort? = toUShort(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(): UInt = toUInt(radix = 10) ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte? = toUByte(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UShort] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort? = toUShort(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUInt(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte? = toUByte(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UShort] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort? = toUShort(radix) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt = toUIntOrNull(radex) ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong = toULongOrNull(radex) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UByte] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radex: Int): UByte? = toUByte(radex) ?: numberFormatError(this)\n
/**
 * Parses the string as a [UShort] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radex: Int): UShort? = toUShort(radex) ?: numberFormatError(this)\n
/**
 * Parses the string as an [UInt] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radex: Int): UInt = toUInt(radex) ?: numberFormatError(this)\n
/**
 * Parses the string as a [ULong] number and returns the result.
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radex: Int): ULong = toULong(radex) ?: numberFormatError(this)
fun String.toULongOrNull(radix: Int): ULong? {
    checkRadix(radix)
    val length = this.length
    if (length == 0) return null
    val limit = ULong.MAX_VALUE
    val start = Int.PosZero
    if (firstChar < '0') {
        if (length == 1 ||
            firstChar != '+') return null
        start = 1
    } else {
        start = 0
    }
    val limitForMaxRadix = 51240957603043100uL // limit / 36
    var limitBeforeMul = limitForMaxRadix
    if (limitBeforeMul == ULong.MAX_VALUE) return null
    if (limitBeforeMul == limit / uradix) {
        if (limitBeforeMul == limitForMaxRadix) {
            limitBeforeMul = limit / uradix
        }
    }
    var result = 0uL
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result > limitBeforeMul) {
            if (limitBeforeMul == limit / uradix) {
                result = uradix
            }
            return null
        }
        result *= uradix
        result += digit.toUInt()
        if (result < beforeAdding) return null // overflow has happened
    }
    return result
}
The natural logarithm (base 'E') of the value [x]:
* `ln(x)` is `NaN` when `x < 0.0`
* `ln(0.0)` is `-Inf`
* `ln(1.0)` is `0.0`
* `ln(-1.0)` is `PI` radians.

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public expect fun ceil(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards negative infinity.
 * @return the largest integer that is smaller than or equal to the given value \[x\]
 * and is a mathematical integer.
 * @since Kotlin("1.2")
 */
public expect fun floor(x: Double): Double

/**
 * Rounds the given value \[x\] to an integer towards zero.
 * @return the value \[x\] having its fractional part truncated.
 * @since Kotlin("1.2")
 */
public expect fun truncate(x: Double): Double

/**
 * Rounds the given value \[x\] towards the closest integer with ties rounded towards even integer.
 * @since Kotlin("1.2")
 */
public expect fun round(x: Double): Double

/**
 * Returns the absolute value of the given value \[x\].
 * @return the largest double value that is smaller than or equal to the given value \[x\] and is a mathematical integer.
 * @since Kotlin("1.2")
 */
public expect fun abs(x: Double): Double

/**
 * Returns the sign of the given value \[x\]:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 * @since Kotlin("1.2")
 */
public expect fun sign(x: Double): Double

/**
 * Returns the smaller of two values.
 * If either value is `NaN`, then the result is `NaN`
 */
public expect fun min(a: Double, b: Double): Double

/**
 * Returns the greater of two values.
 * If either value is `NaN`, then the result is `NaN`
 */
public expect fun max(a: Double, b: Double): Double

/**
 * Raises this value to the power \[x\].
 * Special cases:
 *   - `b.pow(0.0)` is `1.0`
 *   - `b.pow(1.0) == b`
 *   - `b.pow(NaN)` is `NaN`
 *   - `NaN.pow(x)` is `NaN` for \[x\] != 0.0
 *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`
 * @since Kotlin("1.2")
 */
public expect fun Double.pow(x: Double): Double

/**
 * Returns the absolute value of this value.
 * @since Kotlin("1.2")
 */
public expect val Double.absoluteValue: Double

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 * @since Kotlin("1.2")
 */
public expect val Double.sign: Double

/**
 * Returns this value with the sign bit same as of the \[sign\] value.
 * @since Kotlin("1.2")
 */
public expect fun Double.withSign(sign: Double): Double

/**
 * Returns the ulp (unit in the last place) of this value.
 * An ulp is a positive distance between this value and the next nearest \[Double\] value larger in magnitude.
 * Special cases:
 *   - `NaN.ulp` is `NaN`
 *   - `x.ulp` is `+Inf` when `x` is `+Inf`
 *   - `-Inf.ulp` is `-0.ulp`
 * @since Kotlin("1.2")
 */
public expect val Double.ulp: Double

/**
 * Rounds this \[Double\] value to the nearest integer and converts the result to \[Int\].
 * Ties are rounded towards positive infinity.
 * @since Kotlin("1.2")
 */
public expect fun Double.roundToInt(): Int

/**
 * Returns the \[Double\] value nearest to this value in direction of positive infinity.
 * @since Kotlin("1.2")
 */
public expect fun Double.nextUp(): Double

/**
 * Returns the \[Double\] value nearest to this value in direction of negative infinity.
 * @since Kotlin("1.2")
 */
public expect fun Double.nextDown(): Double

/**
 * Returns this \[Double\] value to the nearest integer and converts the result to \[Int\].
 * Ties are rounded towards positive infinity.
 * @since Kotlin("1.2")
 */
public expect fun Double.nextTowards(y: Double): Int

/**
 * Returns the value \[x\] having its fractional part truncated.
 * Ties are rounded towards positive infinity.
 * @since Kotlin("1.2")
 */
public expect fun Double.roundToLong(): Long

/**
 * Returns the \[Int\] value nearest to this value and converts the result to \[Long\].
 * Ties are rounded towards positive infinity.
 * @since Kotlin("1.2")
 */
public expect fun Int.roundToLong(): Long
@throws IllegalArgumentException when this value is `NaN`
 */
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

// endregion


// region ================ Float Math
========================================

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 *   - `sin(NaN)` is `NaN`
 *   - `sin(+Inf)` is `+Inf`
 *   - `sin(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 *   - `cos(NaN)` is `NaN`
 *   - `cos(+Inf)` is `+Inf`
 *   - `cos(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 *   - `tan(NaN)` is `NaN`
 *   - `tan(+Inf)` is `+Inf`
 *   - `tan(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/** Computes the arc sine of the value [x] that is given in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asin(NaN)` is `NaN`
 *   - `asin(+Inf)` is `+PI/2`
 *   - `asin(-Inf)` is `-PI/2`
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/** Computes the arc cosine of the value [x] that is given in the range from `0.0` to `PI` radians.
 * Special cases:
 *   - `acos(NaN)` is `NaN`
 *   - `acos(+Inf)` is `0.0`
 *   - `acos(-Inf)` is `PI`
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/** Computes the arc tangent of the value [x] that is given in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan(NaN)` is `NaN`
 *   - `atan(+Inf)` is `+PI/2`
 *   - `atan(-Inf)` is `-PI/2`
 */
@SinceKotlin("1.2")
public expect fun atan(x: Float): Float

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 *   - `sinh(NaN)` is `NaN`
 *   - `sinh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/** Computes the hyperbolic cosine of the value [x].
 * Special cases:
 *   - `cosh(NaN)` is `NaN`
 *   - `cosh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/** Computes the hyperbolic tangent of the value [x].
 * Special cases:
 *   - `tanh(NaN)` is `NaN`
 *   - `tanh(+Inf)` is `+1.0`
 *   - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/** Computes the inverse hyperbolic sine of the value [x] that is given in the range from `-1.0` to `+1.0`.
 * Special cases:
 *   - `asinh(NaN)` is `NaN`
 *   - `asinh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun asinh(x: Float): Float

/** Computes the inverse hyperbolic cosine of the value [x] that is given in the range from `1.0` to `+Inf`.
 * Special cases:
 *   - `acosh(NaN)` is `NaN`
 *   - `acosh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun acosh(x: Float): Float

/** Computes the inverse hyperbolic tangent of the value [x] that is given in the range from `-1.0` to `+1.0`.
 * Special cases:
 *   - `atanh(NaN)` is `NaN`
 *   - `atanh(+Inf)` is `+0.0`
 *   - `atanh(-Inf)` is `-0.0`
 */
@SinceKotlin("1.2")
public expect fun atanh(x: Float): Float

/** Computes square root of the value [x].
 * Special cases:
 *   - `sqrt(NaN)` is `NaN`
 *   - `sqrt(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float

/** Computes Euler's number `e` raised to the power of the value [x].
 * Special cases:
 *   - `exp(NaN)` is `NaN`
 *   - `exp(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun exp(x: Float): Float

/** Computes `exp(x) - 1.0`. This function can be implemented to produce more precise result for [x] near zero.
 * Special cases:
 *   - `expm1(NaN)` is `NaN`
 *   - `expm1(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")
public expect fun expm1(x: Float): Float

/** Computes the
rounded towards positive infinity.

* @throws IllegalArgumentException when this value is `NaN`

/**
 * Returns the absolute value of the given value `n`.
 * `abs(n)` is `n` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect fun Abs(n: Int): Int

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Int.sign: Int

// endregion

// region Integer Math

/**
 * Returns the absolute value of the given value `n`.
 * `abs(n)` is `n` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2")
public expect fun Abs(n: Long): Long

/**
 * Returns the sign of this value:
 *   - `-1` if the value is negative,
 *   - `0` if the value is zero,
 *   - `1` if the value is positive
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int

// endregion
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OAAO,CAAP,IAAL,CAAP,C;MACnB,WAAW,iBAaG,b,C;MACX,IAAAO,CAAP,IAAd,UA6B,IAA7B,U;QACCI,IAAK,WAAIL,UAACK,KAAL,CAAIJ,C;MCT,OAAT,IO,A,IK;IAGX,kC,MajuiJI,IAAI,BeyuJI,KA AL,CazuJT,CAAIJ,C;QACI,ebwulc,sD;QavufJD,MAAM,gCAAyB,OAAQ,WAAjC,C;ObwuJF,IAAL,MAAK,CAAT,C; QAAy,OAALK,UAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK, OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,OAALK,
Open Source Used In DNAC Platform Guardian 11469
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Open Source Used In DNAC Platform Guardian 11485
Open Source Used In DNAC Platform Guardian 11508
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1.2478 escalade 3.1.1 3.1.1

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1.2479 color-convert 1.9.3 1.9.3

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1.2480 string-prototype-trimend 1.0.4

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1.2481 icu 44

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## -*-makefile-*-
## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files
GEN_DEPS.c=$(CC) -E -MM $< $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $< $(CPPFLAGS)
## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
LD_RPATH=
LD_RPATH_PRE=-Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS = -Wl,-Bsymbolic

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.$(STATIC_O): $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<

%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.$(STATIC_O): $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<

%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed \"s/\($*\)\.o\[ :\]/\1.o $@ : /g\" > $@; \n| -s $@ || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed \"s/\($*\)\.o\[ :\]/\1.o $@ : /g\" > $@; \

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```
[ -s $@ ] || rm -f $@

## Versioned libraries rules

%.$((SO)).$(SO_TARGET_VERSION_MAJOR): %.$(SO).$(SO_TARGET_VERSION)
$(RM) $@ && ln -s ${<F} $@
%.$(SO): %.$(SO).$(SO_TARGET_VERSION_MAJOR)
$(RM) $@ && ln -s ${*F}.$(SO).$(SO_TARGET_VERSION) $@

## End FreeBSD-specific setup
```

### 1.2482 protobuf-java 3.14.0

**1.2482.1 Available under license:**

No license file was found, but licenses were detected in source scan.

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Found in path(s):

* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/LazyStringList.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RpcCallback.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RepeatedFieldBuilderV3.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/Message.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RawMessageInfo.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ProtocolStringList.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/Utf8.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/Type.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/CodedOutputStream.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/BufferAllocator.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ServiceException.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MessageInfoFactory.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/UnknownFieldSetSchema.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/WireFormat.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/BlockingRpcChannel.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionRegistry.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/Service.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MapFieldSchemaLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/CodedInputStreamReader.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/IterableByteBufferInputStream.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MapField.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/LongArrayList.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ProtocolMessageEnum.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/TextFormatParseLocation.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/BooleanArrayList.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/BinaryWriter.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/SmallSortedMap.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/AbstractMessage.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MessageOrBuilder.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/InvalidProtocolBufferException.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/google/protobuf/api.proto
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/BinaryReader.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/UnsafeByteOperations.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ManifestSchemaFactory.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RpcChannel.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/FieldInfo.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/DynamicMessage.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/TextFormat.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/SingleFieldBuilder.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/SingleFieldBuilderV3.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/TextFormatEscaper.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RepeatedFieldBuilder.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/TypeRegistry.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/DiscardUnknownFieldsParser.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/FloatArrayList.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/RpcUtil.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/AbstractMessageLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/CodedInputStream.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/AbstractParser.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionRegistryFactory.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/PrimitiveNonBoxingCollection.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/google/protobuf/source_context.proto
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/FieldSet.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MutabilityOracle.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/NewInstanceSchemaFull.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ByteBufferWriter.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MessageLiteOrBuilder.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/OncofInfo.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/SchemaFactory.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MapFieldSchemaFull.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/google/protobuf/compiler/plugin.proto
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MapEntry.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionSchemaFull.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/NewInstanceSchemaLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/GeneratedMessage.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/NewInstanceSchema.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MessageSetSchema.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionRegistryLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MapFieldSchemas.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/MessageLite.java
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/com/google/protobuf/ExtensionSchemas.java
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* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/google/protobuf/struct.proto
* /opt/cola/permits/1127748132_1611862246.14/0/protobuf-java-3-14-0-sources-jar/google/protobuf/struct.proto
1.2483 jmespath-java 1.11.837

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*/

Found in path(s):

*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathSubExpression.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathLiteral.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpEquals.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpGreaterThanOrEqualTo.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpNotEquals.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/Comparator.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/ObjectMapperSingleton.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpLessThan.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/NumericComparator.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathField.java
*/opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/InvalidTypeException.java
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Found in path(s):
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathContainsFunction.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathFlatten.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathFunction.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/CamelCaseUtils.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathAndExpression.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathValueProjection.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathExpression.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpLessThanOrEqualTo.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathMultiSelectList.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathProjection.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/OpGreaterThanOrEqualTo.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathVisitor.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathLengthFunction.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathNotExpression.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathIdentity.java
* /opt/cola/permits/1137760046_1614121472.51/0/jmespath-java-1-11-837-sources-jar/com/amazonaws/jmespath/JmesPathFilter.java

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**1.2492 node-promise 0.5.14**

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The node-promise project provides a complete promise implementation. Promises provide a clean separation of concerns between asynchronous behavior and the interface so asynchronous functions can be called without callbacks, and callback interaction can be done on the generic promise interface. The node-promise package provides just a promise implementation, however, https://github.com/kriszyp/promised-io is recommended for more complete promise-based IO functionality. The promised-io includes the promise implementation from node-promise, as well as wrappers around Node's filesystem and other system I/O APIs for consistent promise-based interaction.

The node-promise module features a promise implementation with:

* Chainable promises
* Promises throw errors if an error handler is not provided
* CommonJS promise proposal [1] compliant
* Immutable once fulfilled to reduce possible side-effects
* Promises can be used securely (as separate resolver/promise pairs in ocap situations)
* Backwards compatibility where possible (addCallback, addErrback, emitSuccess, and emitError should still behave as expected)

Utility functions, including:

* when() - Normalization of sync (normal values) and async (promises)
* all() - Create a promise that accumulate multiple concurrent promises (failed promises resolve to Error objects)
* allOrNone() - Ditto, but the first promise to fail causes the composition to fail as well
* first() - Find the first promise to be fulfilled in a group of promises
* seq() - Sequentially execute a set of promise returning functions
* delay() - Returns a promise that is fulfilled after a given amount of time
* execute() - Executes a function that takes a callback and returns a promise (thank you Benjamin Thomas for providing this)

Much of this is adapted from Tyler Close's ref_send and Kris Kowal's work on promises.

Some quick examples from test-promise.js (again, it is recommended that you use http://github.com/kriszyp/promised-io for file and other I/O interaction):

```javascript
util = require('util');
var fs = require('./fs-promise');

// open a file and read it
fs.open("fs-promise.js", process.O_RDONLY).then(function(fd){
  return fs.read(fd, 4096);
}).then(function(args){
  util.puts(args[0]); // print the contents of the file
});

// does the same thing
fs.readFile("fs-promise.js").addCallback(util.puts);

A default Promise constructor can be used to create a self-resolving deferred.promise:

```javascript
var Promise = require("node-promise").Promise;
var promise = new Promise();
asyncOperation(function(){
  promise.resolve("successful result");
});
promise -> given to the consumer

A consumer can use the promise:

```javascript
promise.then(function(result){
  ... when the action is complete this is executed ...
},
function(error){
  ... executed when the promise fails
});
Alternately, a provider can create a deferred and resolve it when it completes an action. The deferred object a promise object that provides a separation of consumer and producer to protect promises from being fulfilled by untrusted code.

```javascript
var defer = require("node-promise").defer;
var deferred = defer();
asyncOperation(function(){
    deferred.resolve("successful result");
});
deferred.promise -> given to the consumer

Another way that a consumer can use promises:

```javascript
var when = require("node-promise").when;
when(promise,function(result){
    ... when the action is complete this is executed ...
},
function(error){
    ... executed when the promise fails
});
```

More examples:

```javascript
function printFirstAndLast(itemsDeferred){
    findFirst(itemsDeferred).then(util.puts);
    findLast(itemsDeferred).then(util.puts);
}

function findFirst(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[0];
    });
}

function findLast(itemsDeferred){
    return itemsDeferred.then(function(items){
        return items[items.length];
    });
}
```

And now you can do:

```javascript
printFirstAndLast(someAsyncFunction());
```

The workhorse function of this library is the "when" function, which provides a means for normalizing interaction with values and functions that may be a normal synchronous value, or may be a promise (asynchronously fulfilled). The when() function takes a value that may be a promise or a normal value for the first function, and when the value is ready executes the function provided as the second argument (immediately in the case of a non-promise normal
value). The value returned from when() is the result of the execution of the provided function, and returns a promise if provided a promise or synchronously returns a normal value if provided a non-promise value. This makes it easy to "chain" computations together. This allows us to write code that is agnostic to sync/async interfaces:

```javascript
var when = require("node-promise").when;
function printFirstAndLast(items){
  // print the first and last item
  when(findFirst(items), util.puts);
  when(findLast(items), util.puts);
}
function findFirst(items){
  // return the first item
  return when(items, function(items){
    return items[0];
  });
}
function findLast(items){
  // return the last item
  return when(items, function(items){
    return items[items.length - 1];
  });
}

Now we can do:

> printFirstAndLast([1,2,3,4,5]);
1
5

And we can also provide asynchronous promise:

```javascript
var promise = new process.Promise();
> printFirstAndLast(promise);
(nothing printed yet)
> promise.emitSuccess([2,4,6,8,10]);
2
10
```

The "all" function is intended to provide a means for waiting for the completion of an array of promises. The "all" function should be passed an array of promises, and it returns an promise that is fulfilled once all the promises in the array are fulfilled. The returned promise's resolved value will be an array with the resolved values of all of the promises in the passed in array.

The "first" function is intended to provide a means for waiting for the completion of the first promise in an array of promises to be fulfilled. The "first" function should be passed an array of promises, and it returns an promise that is
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1.2493 jsreport-authorization 2.4.0 2.4.0

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1.2495 babel-plugin-syntax-top-level-await

7.14.5

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* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnsafeHeapSwappedByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java

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* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBufAllocator.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/ByteBufUtil.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-jar/io/netty/buffer/package-info.java
*/
jar/io/netty/buffer/PooledByteBuf.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
jar/io/netty/buffer/UnpooledDirectByteBuf.java
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jar/io/netty/buffer/AbstractByteBuf.java
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jar/io/netty/buffer/PoolThreadCache.java
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jar/io/netty/buffer/PoolChunkList.java
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jar/io/netty/buffer/PoolChunk.java
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jar/io/netty/buffer/ByteBuf.java
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jar/io/netty/buffer/ByteBufOutputStream.java
* /opt/cola/permits/1202447202_1631568144.52/0/netty-buffer-4-0-48-final-sources-
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1.2535 set-blocking 2.0.0 2.0.0

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* /opt/cola/permits/1218316510_1634924928.45/0/groovy-nio-3-0-8-sources-jar/org/apache/groovy/nio/extensions/NioExtensions.java
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1.2543 has-value 1.0.0 1.0.0

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  jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /opt/cola/permits/1143533479_1615689073.97/0/asm-util-7-3-1-sources-1-
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1.2587 node-promise 0.5.13 0.5.13

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The node-promise project provides a complete promise implementation. Promises provide a clean separation of concerns between asynchronous behavior and the interface so asynchronous functions can be called without callbacks, and callback interaction can be done on the generic promise interface. The node-promise package provides just a promise implementation, however, https://github.com/kriszyp/promised-io is recommended for more complete promise-based IO functionality. The promised-io includes the promise implementation from node-promise, as well as wrappers around Node’s filesystem and other system I/O APIs for consistent promise-based interaction.

The node-promise module features a promise implementation with:

* Chainable promises
* Promises throw errors if an error handler is not provided
* CommonJS promise proposal [1] compliant
* Immutable once fulfilled to reduce possible side-effects
* Promises can be used securely (as separate resolver/promise pairs in ocap situations)
* Backwards compatibility where possible (addCallback, addErrback, emitSuccess, and emitError should still behave as expected)

Utility functions, including:

* when() - Normalization of sync (normal values) and async (promises)
* all() - Create a promise that accumulate multiple concurrent promises (failed promises resolve to Error objects)
* allOrNone() - Ditto, but the first promise to fail causes the composition to fail as well
* first() - Find the first promise to be fulfilled in a group of promises
* seq() - Sequentially execute a set of promise returning functions
* delay() - Returns a promise that is fulfilled after a given amount of time
* execute() - Executes a function that takes a callback and returns a promise (thank you Benjamin Thomas for providing this)

Much of this is adapted from Tyler Close's ref_send and Kris Kowal's work on promises.

Some quick examples from test-promise.js (again, it is recommended that you use http://github.com/kriszyp/promised-io for file and other I/O interaction):

```javascript
util = require('util');
var fs = require('./fs-promise');

// open a file and read it
fs.open("fs-promise.js", process.O_RDONLY).then(function(fd){
  return fs.read(fd, 4096);
}).then(function(args){
  util.puts(args[0]); // print the contents of the file
});

// does the same thing
fs.readFile("fs-promise.js").addCallback(util.puts);

A default Promise constructor can be used to create a self-resolving deferred/promise:

```javascript
var Promise = require("node-promise").Promise;
var promise = new Promise();
asyncOperation(function(){
  promise.resolve("successful result");
});

promise -> given to the consumer

A consumer can use the promise:

```javascript
promise.then(function(result){
  ... when the action is complete this is executed ...
```
Alternately, a provider can create a deferred and resolve it when it completes an action. The deferred object a promise object that provides a separation of consumer and producer to protect promises from being fulfilled by untrusted code.

```javascript
var defer = require("node-promise").defer;
var deferred = defer();
asyncOperation(function(){
    deferred.resolve("successful result");
});
deferred.promise -> given to the consumer
```

Another way that a consumer can use promises:

```javascript
var when = require("node-promise").when;
when(promise, function(result){
    ... when the action is complete this is executed ...
}, function(error){
    ... executed when the promise fails
});
```

More examples:

```javascript
function printFirstAndLast(itemsDeferred){
  findFirst(itemsDeferred).then(util.puts);
  findLast(itemsDeferred).then(util.puts);
}
function findFirst(itemsDeferred){
  return itemsDeferred.then(function(items){
    return items[0];
  });
}
function findLast(itemsDeferred){
  return itemsDeferred.then(function(items){
    return items[items.length];
  });
}
And now you can do:

```javascript
printFirstAndLast(someAsyncFunction());
```
The workhorse function of this library is the "when" function, which provides a means for normalizing interaction with values and functions that may be a normal synchronous value, or may be a promise (asynchronously fulfilled). The when() function takes a value that may be a promise or a normal value for the first function, and when the value is ready executes the function provided as the second argument (immediately in the case of a non-promise normal value). The value returned from when() is the result of the execution of the provided function, and returns a promise if provided a promise or synchronously returns a normal value if provided a non-promise value. This makes it easy to "chain" computations together. This allows us to write code that is agnostic to sync/async interfaces:

```javascript
var when = require("node-promise").when;
function printFirstAndLast(items){
  // print the first and last item
  when(findFirst(items), util.puts);
  when(findLast(items), util.puts);
}

function findFirst(items){
  // return the first item
  return when(items, function(items){
    return items[0];
  });
}

function findLast(items){
  // return the last item
  return when(items, function(items){
    return items[items.length - 1];
  });
}
```

Now we can do:

```plaintext
> printFirstAndLast([1,2,3,4,5]);
1
5
```

And we can also provide asynchronous promise:

```javascript
var promise = new process.Promise();
> printFirstAndLast(promise);
(nothing printed yet)

> promise.emitSuccess([2,4,6,8,10]);
2
10
```

The "all" function is intended to provide a means for waiting for the completion of an array of promises. The "all" function should be passed an array of promises, and it returns an promise that is fulfilled once all the promises in the array are fulfilled. The returned promise's resolved value will be an array with the resolved values of all of the
promises in the passed in array.

The "first" function is intended to provide a means for waiting for the completion of the first promise in an array of promises to be fulfilled. The "first" function should be passed an array of promises, and it returns an promise that is fulfilled once the first promise in the array is fulfilled. The returned promise's resolved value will be the resolved value of the first fulfilled promise.

Found in path(s):
* /opt/cola/permits/1025855972_1636567465.07/0/node-promise-0-5-13-tgz/package/README.md

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Found in path(s):
* /opt/cola/permits/1025855972_1636567465.07/0/node-promise-0-5-13-tgz/package/promise.js

1.2588 jsp 2.3.1

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1.2616 formidable 1.2.2 1.2.2

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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides
cp package-kafka-serde-tools/target/kafka-serde-tools-package-<VERSION>-package/share/java/kafka-serde-
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"http://www.w3.org/TR/html4/loose.dtd">

<html lang="en-US">
<head>
<title>GlassFish Dual License Header and License Notice GPL v2 and CDDL</title>
<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
</style>
</head>

<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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Apache log4j

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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<html lang="en">
<head>
<meta charset="utf-8">
<meta http-equiv="X-UA-Compatible" content="IE=edge">
<meta name="viewport" content="width=device-width, initial-scale=1">
<meta name="description" content="Home page of The Apache Software Foundation">
<link rel="apple-touch-icon" sizes="57x57" href="/favicons/apple-touch-icon-57x57.png">
<link rel="apple-touch-icon" sizes="60x60" href="/favicons/apple-touch-icon-60x60.png">
</head>
<!DOCTYPE html>
<html lang="en" xmlns="http://www.w3.org/1999/xhtml">

<head>
  <title>Licenses</title>
  <link href='https://fonts.googleapis.com/css?family=Source+Sans+Pro:400,700%7cDroid+Serif:400,700' rel='stylesheet' type='text/css'>
  <link href="/css/min.bootstrap.css" rel="stylesheet">
  <link href="/css/styles.css" rel="stylesheet">
</head>

<body>
  <!-- Navigation -->
  <header>
    <nav class="navbar navbar-default navbar-fixed-top">
      <div class="container">
        <div class="navbar-header">
          <button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">
            <span class="sr-only">Toggle navigation</span>
            <span class="icon-bar"></span>
            <span class="icon-bar"></span>
            <span class="icon-bar"></span>
          </button>
        </div>
        <div id="mainnav-collapse" class="collapse navbar-collapse">
          <ul class="nav navbar-nav">
            <!-- Menu items here -->
          </ul>
        </div>
      </div>
    </nav>
  </header>

  <!-- Main content -->
  <div class="container">
    <div class="row">
      <div class="col-md-8">
        <!-- Content goes here -->
      </div>
      <div class="col-md-4">
        <!-- Sidebar goes here -->
      </div>
    </div>
  </div>

  <!-- Footer -->
  <footer>
    <p>&copy; 2023 Your Company</p>
  </footer>
</body>
</html>
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1.2620 bindings 1.2.1 1.2.1

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1.2621 is-extendable 1.0.1 1.0.1

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  jar/org/apache/batik/w3c/dom/events/CustomEvent.java
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* /opt/cola/permits/1146690638_1616599313.36/0/batik-ext-1-13-sources-1-
  jar/org/apache/w3c/dom/Location.java
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1.2624 twill-discovery-api 0.6.0-incubating

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* /opt/cola/permits/1137747599_1614121902.52/0/twill-discovery-api-0-6-0-incubating-sources-2-jar/org/apache/twill/discovery/ServiceDiscovered.java
* /opt/cola/permits/1137747599_1614121902.52/0/twill-discovery-api-0-6-0-incubating-sources-2-jar/org/apache/twill/discovery/DiscoveryService.java
* /opt/cola/permits/1137747599_1614121902.52/0/twill-discovery-api-0-6-0-incubating-sources-2-jar/org/apache/twill/discovery/Discoverable.java

1.2625 path-is-absolute 1.0.1 1.0.1
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* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources.jar/io/netty/handler/codec/http/multipart/Attribute.java
* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/spdy/SpdySession.java
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* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/spdy/SpdyFrameDecoder.java
* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/ws/extensions/compression/PerFrameDeflateDecoder.java
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* /opt/cola/permits/1258272149_1643050035.02/0/netty-codec-http-4-1-42-final-sources-jar/io/netty/handler/codec/spdy/SpdySynStreamFrame.java
1.2627 sqlite 3.30.1

1.2628 netty 4.1.53.Final
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1.2630 libproxy 0.4.11-5ubuntu1

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1.2644 babel-helper-get-function-arity 6.24.1

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1.2645 stack-trace 0.0.10 0.0.10

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1.2646 ipaddr.js 1.9.1 1.9.1

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* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/TypeRegistry.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ExperimentalApi.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/TextFormat.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MessageSetSchema.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/SchemaUtil.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ExtensionLite.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/FieldInfo.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/BinaryReader.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/GeneratedMessageV3.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/WireFormat.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MapEntry.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/google/protobuf/field_mask.proto
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MapFieldSchemaFull.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/StructuralMessageInfo.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ProtobufArrayList.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/UnknownFieldSet.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/UnknownFieldSetLiteSchema.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/SingleFieldBuilder.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/UnknownFieldSchema.java
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* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ExtensionRegistryFactory.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/RopeByteString.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/FieldSet.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MessageReflection.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ListFieldSchema.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/LazyStringList.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/SchemaFactory.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/Protobuf.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/Android.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/AbstractMessageLite.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/GeneratedMessageLite.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/google/protobuf/timestamp.proto
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ProtocolMessageEnum.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/Message.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/GeneratedMessageInfoFactory.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/DescriptorMessageInfoFactory.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/ExtensionSchema.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/TextFormatParseInfoTree.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/RpcController.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MessageLiteOrBuilder.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/UnknownFieldSetLite.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/MessageInfoFactory.java
* /opt/ws_local/PERMITS_SQL/1092310281_1600708753.46/0/protobuf-java-3-13-0-sources-jar/com/google/protobuf/NewInstanceSchema.java
1.2652 debug 2.3.3 2.3.3

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1.2654 batik-rasterizer 1.13

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Found in path(s):
* /opt/cola/permits/1146690630_1616599309.0/0/batik-rasterizer-1-13-sources-1-jar/META-INF/maven/org.apache.xmlgraphics/batik-rasterizer/pom.xml
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// $Id: rasterizer.bin.policy 476799 2006-11-19 11:33:41Z cam $
grant codeBase "${app.jar.base}/xml-apis-ext-${xmlapis.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xml-apis-${xmlapis.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xalan-${xalan.version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xercesImpl-2.9.1.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/../batik-rasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svgrasterizer-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-ext-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-dom-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-css-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svg-dom-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-gvt-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-parser-${version}.jar" {
    permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/batik-script-${version}.jar" {
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};

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  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-swing-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-transcoder-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-gui-util-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-awt-util-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-util-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-xml-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/fop-transcoder-allinone-${xmlgraphics.fop.version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/xmlgraphics-commons-${xmlgraphics.commons.version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-anim-${version}.jar" {
  permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-codec-${version}.jar" {
  permission java.security.AllPermission;
};
grant codeBase "${app.jar.base}/batik-extension-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/batik-svggen-${version}.jar" {
    permission java.security.AllPermission;
};

grant codeBase "${app.jar.base}/js.jar" {
    permission java.lang.RuntimePermission "createClassLoader";
    permission java.net.SocketPermission "*", "listen, connect, resolve, accept";
    permission java.lang.RuntimePermission "accessDeclaredMembers";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapter", "read";
    permission java.util.PropertyPermission "org.mozilla.javascript.JavaAdapterClassName", "read";
    permission java.io.FilePermission "<<ALL FILES>>", "read";
};

grant {
    permission java.io.FilePermission "${app.jar.base}/batik-svg-dom-${version}.jar", "read";
};

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* /opt/cola/permits/1146690630_1616599309.0/0/batik-rasterizer-1-13-sources-1-
  jar/org/apache/batik/apps/rasterizer/resources/rasterizer.policy

1.2655 tar-stream 1.6.2 1.6.2
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1.2658 jetty-security 9.4.34.v20201102

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Eclipse

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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following
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module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications
are hosted at github and both modified and original are under GPL v2 with
classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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1.2674 jetty-continuation 9.3.27.v20190418

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* /opt/cola/permits/1136447697_1613767081.95/0/jetty-continuation-9-3-27-v20190418-sources-1.jar/org/eclipse/jetty/continuation/ContinuationSupport.java
* /opt/cola/permits/1136447697_1613767081.95/0/jetty-continuation-9-3-27-v20190418-sources-1.jar/org/eclipse/jetty/continuation/Servlet3Continuation.java
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* /opt/cola/permits/1136447697_1613767081.95/0/jetty-continuation-9-3-27-v20190418-sources-1-jar/about.html

### 1.2675 array-unique 0.2.1

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1.2678 jackson-dataformat-yaml 2.4.2

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN
module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville. Permission to use, copy, modify and distribute UnixCrypt for non-commercial or commercial purposes and without fee is granted provided that the copyright notice appears in all copies.

1.2693 Icms 2.6 3ubuntu2.1

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  jar/org/reactivestreams/Subscriber.java
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1.2702 utf-8-validate 1.2.1 1.2.1

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1.2721 unicode-property-aliases-ecmascript

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Eclipse

The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish
Oracle

The following artifacts are CDDL + GPLv2 with classpath exception. 
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl
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following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.2731 crc32-stream 2.0.0 2.0.0

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**Interface for an element's attribute specifications.**

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* This is the original SAX1 interface for reporting an element's attributes. Unlike the new [@link org.xml.sax.Attributes Attributes] interface, it does not support Namespace-related information.

* When an attribute list is supplied as part of a [DocumentHandler#startElement] event, the list will return valid results only during the scope of the event; once the event handler returns control to the parser, the attribute list is invalid. To save a persistent copy of the attribute list, use the SAX1 AttributeListImpl helper class.

* An attribute list includes only attributes that have been specified or defaulted: #IMPLIED attributes will not be included.
There are two ways for the SAX application to obtain information from the AttributeList. First, it can iterate through the entire list:

```java
public void startElement(String name, AttributeList atts) {
    for (int i = 0; i < atts.getLength(); i++) {
        String name = atts.getName(i);
        String type = atts.getType(i);
        String value = atts.getValue(i);
        [...]
    }
}
```

(Note that the result of getLength() will be zero if there are no attributes.)

As an alternative, the application can request the value or type of specific attributes:

```java
public void startElement(String name, AttributeList atts) {
    String identifier = atts.getValue("id");
    String label = atts.getValue("label");
    [...]
}
```

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)

/*

Found in path(s):
*/

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/**
 * Receive notification of general document events.
 *
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 * See <a href="http://www.saxproject.org">http://www.saxproject.org</a>
 * for further information.
 */
This was the main event-handling interface for SAX1; in SAX2, it has been replaced by `ContentHandler`, which provides Namespace support and reporting of skipped entities. This interface is included in SAX2 only to support legacy SAX1 applications.

The order of events in this interface is very important, and mirrors the order of information in the document itself. For example, all of an element's content (character data, processing instructions, and/or subelements) will appear, in order, between the `startElement` event and the corresponding `endElement` event.

Application writers who do not want to implement the entire interface can derive a class from `HandlerBase`, which implements the default functionality; parser writers can instantiate `HandlerBase` to obtain a default handler. The application can find the location of any document event using the `Locator` interface supplied by the Parser through the `setDocumentLocator` method.

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
@see org.xml.sax.Parser#setDocumentHandler
@see org.xml.sax.Locator
@see org.xml.sax.HandlerBase

Basic interface for resolving entities.

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If a SAX application needs to implement customized handling for external entities, it must implement this interface and register an instance with the SAX driver using the `[setEntityResolver setEntityResolver]` method.
The XML reader will then allow the application to intercept any external entities (including the external DTD subset and external parameter entities, if any) before including them.

Many SAX applications will not need to implement this interface, but it will be especially useful for applications that build XML documents from databases or other specialised input sources, or for applications that use URI types other than URLs.

The following resolver would provide the application with a special character stream for the entity with the system identifier "http://www.myhost.com/today":

```java
import org.xml.sax.EntityResolver;
import org.xml.sax.InputSource;

public class MyResolver implements EntityResolver {
  public InputSource resolveEntity (String publicId, String systemId)
  {
    if (systemId.equals("http://www.myhost.com/today")) {
      // return a special input source
      MyReader reader = new MyReader();
      return new InputSource(reader);
    } else {
      // use the default behaviour
      return null;
    }
  }
}
```

The application can also use this interface to redirect system identifiers to local URIs or to look up replacements in a catalog (possibly by using the public identifier).

@since SAX 1.0
@author David Megginson
@version 2.0.1 (sax2r2)
@see org.xml.sax.XMLReader#setEntityResolver
@see org.xml.sax.InputSource

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/opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/EntityResolver.java
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/**
 * Interface for associating a SAX event with a document location.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 * 
 * If a SAX parser provides location information to the SAX
 * application, it does so by implementing this interface and then
 * passing an instance to the application using the content
 * handler's [@link org.xml.sax.ContentHandler#setDocumentLocator
 * setDocumentLocator] method. The application can use the
 * object to obtain the location of any other SAX event
 * in the XML source document.</p>
 *
 * Note that the results returned by the object will be valid only
 * during the scope of each callback method: the application
 * will receive unpredictable results if it attempts to use the
 * locator at any other time, or after parsing completes.</p>
 *
 * SAX parsers are not required to supply a locator, but they are
 * very strongly encouraged to do so. If the parser supplies a
 * locator, it must do so before reporting any other document events.
 * If no locator has been set by the time the application receives
 * the [@link org.xml.sax.ContentHandler#startDocument startDocument]
 * event, the application should assume that a locator is not
 * available.</p>
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.ContentHandler#setDocumentLocator
 */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/Locator.java
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/**
 * Exception class for an unsupported operation.
 *
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 * </blockquote>

* </blockquote>

* * An XMLReader will throw this exception when it recognizes a feature or property identifier, but cannot perform the requested operation (setting a state or value). Other SAX2 applications and extensions may use this class for similar purposes.</p>

* * @since SAX 2.0
* * @author David Megginson
* * @version 2.0.1 (sax2r2)
* * @see org.xml.sax.SAXNotRecognizedException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/SAXNotSupportedException.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/lang/EnumConstantNotPresentException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/util/ReentrantLock.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/io/Serializable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/javolution/lang/Immutable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/Formattable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/realtime/MemoryArea.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/realtime/RealtimeThread.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/Logger.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LoggerFactory.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LoggerFactoryImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/Level.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LogManager.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LogRecord.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LogAppender.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LogAppenderBase.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/templates/java/util/logging/log4j/LogAnd.length=388
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/PoolContext.java
**
* Basic interface for SAX (Simple API for XML) parsers.
*
* @deprecated This interface has been replaced by the SAX2
*             {@link org.xml.sax.XMLReader XMLReader} interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
* @see org.xml.sax.HandlerBase
* @see org.xml.sax.InputSource
*/

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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/Parser.java

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/**
* This was the main event supplier interface for SAX1; it has
* been replaced in SAX2 by {@link org.xml.sax.XMLReader XMLReader},
* which includes Namespace support and sophisticated configurability
* and extensibility.</p>
*
* All SAX1 parsers must implement this basic interface: it allows
* applications to register handlers for different types of events
* and to initiate a parse from a URI, or a character stream.</p>
*
* All SAX1 parsers must also implement a zero-argument constructor
* (though other constructors are also allowed).</p>
*
* SAX1 parsers are reusable but not re-entrant: the application
* may reuse a parser object (possibly with a different input source)
* once the first parse has completed successfully, but it may not
* invoke the parse() methods recursively within a parse.</p>
*
* @deprecated This interface has been replaced by the SAX2
*             {@link org.xml.sax.XMLReader XMLReader} interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
* @see org.xml.sax.HandlerBase
* @see org.xml.sax.InputSource
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/Parser.java

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Encapsulate an XML parse error or warning.

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This exception may include information for locating the error in the original XML document, as if it came from a Locator object. Note that although the application will receive a SAXParseException as the argument to the handlers in the ErrorHandler interface, the application is not actually required to throw the exception; instead, it can simply read the information in it and take a different action.

Since this exception is a subclass of SAXException, it inherits the ability to wrap another exception.

An XML filter is like an XML reader, except that it obtains its events from another XML reader rather than a primary source like an XML document or database. Filters can modify a stream of...
* events as they pass on to the final application.</p>

* <p>The XMLFilterImpl helper class provides a convenient base
* for creating SAX2 filters, by passing on all { @link org.xml.sax.EntityResolver
* EntityResolver }, { @link org.xml.sax.DTDHandler DTDHandler },
* { @link org.xml.sax.ContentHandler ContentHandler } and { @link org.xml.sax.ErrorHandler
* ErrorHandler } events automatically.</p>

* @since SAX 2.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
*/

---

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/*

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---

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/XMLFilter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/lang/ClassInitializer.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/sax/Attributes.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/XMLObjectReader.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/HeapContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/stream/XMLStreamReaderImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/xml/stream/XMLStreamWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/stream/NamespacesImpl.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javax/nio/CharBuffer.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/io/AppendableWriter.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/context/Allocator.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/xml/XMLReferenceResolver.java
/**
 * Receive notification of basic DTD-related events.
 *
 * <blockquote>
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * If a SAX application needs information about notations and
 * unparsed entities, then the application implements this
 * interface and registers an instance with the SAX parser using
 * the parser's setDTDHandler method. The parser uses the
 * instance to report notation and unparsed entity declarations to
 * the application. </p>
 *
 * Note that this interface includes only those DTD events that
 * the XML recommendation <em>requires</em> processors to report:
 * notation and unparsed entity declarations. </p>
 *
 * The SAX parser may report these events in any order, regardless
 * of the order in which the notations and unparsed entities were
 * declared; however, all DTD events must be reported after the
 * document handler's startDocument event, and before the first
 * startElement event.
 * (If the LexicalHandler is
 * used, these events must also be reported before the endDTD event.)
 * </p>
 *
 * It is up to the application to store the information for
 * future use (perhaps in a hash table or object tree).
 * If the application encounters attributes of type "NOTATION",
 * "ENTITY", or "ENTITIES", it can use the information that it
 * obtained through this interface to find the entity and/or
 * notation corresponding with the attribute value. </p>
 *
 * @since SAX 1.0
 * @author David Megginson
* @version 2.0.1 (sax2r2)
 */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/DTDHandler.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/util/FastBitSet.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/util/FastBitSet.java
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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/text/Cursor.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/_templates/javolution/testing/JUnitTestContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/testing/JUnitTestContext.java
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// NO WARRANTY! This class is in the public domain.
/**
 * Interface for a list of XML attributes.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 */
See [http://www.saxproject.org](http://www.saxproject.org) for further information.

This interface allows access to a list of attributes in three different ways:

- by attribute index;
- by Namespace-qualified name; or
- by qualified (prefixed) name.

The list will not contain attributes that were declared #IMPLIED but not specified in the start tag. It will also not contain attributes used as Namespace declarations (xmlns*) unless the [http://xml.org/sax/features/namespace-prefixes](http://xml.org/sax/features/namespace-prefixes) feature is set to true (it is false by default).

Because SAX2 conforms to the original "Namespaces in XML" recommendation, it normally does not give namespace declaration attributes a namespace URI.

Some SAX2 parsers may support using an optional feature flag ([http://xml.org/sax/features/xmlns-uris](http://xml.org/sax/features/xmlns-uris)) to request that those attributes be given URIs, conforming to a later backwards-incompatible revision of that recommendation. (The attribute's "local name" will be the prefix, or "xmlns" when defining a default element namespace.) For portability, handler code should always resolve that conflict, rather than requiring parsers that can change the setting of that feature flag.

If the namespace-prefixes feature (see above) is false, access by qualified name may not be available; if the [http://xml.org/sax/features/namespaces](http://xml.org/sax/features/namespaces) feature is false, access by Namespace-qualified names may not be available.

This interface replaces the now-deprecated SAX1 [AttributeList](http://xml.org/sax/AttributeList) interface, which does not contain Namespace support. In addition to Namespace support, it adds the getNamespace methods (below).

The order of attributes in the list is unspecified, and will vary from implementation to implementation.

Since SAX 2.0
/**
 * Encapsulate a general SAX error or warning.
 *
 * <blockquote>
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 * <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.</em>
 * </blockquote>
 *
 * This class can contain basic error or warning information from
 * either the XML parser or the application: a parser writer or
 * application writer can subclass it to provide additional
 * functionality. SAX handlers may throw this exception or
 * any exception subclassed from it.
 *
 * If the application needs to pass through other types of
 * exceptions, it must wrap those exceptions in a SAXException
 * or an exception derived from a SAXException.
 *
 * If the parser or application needs to include information about a
 * specific location in an XML document, it should use the
 * subclass.<p>
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.SAXParseException
 */

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/**
 * Interface for reading an XML document using callbacks.
 *
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 * for further information.</em>
 * </blockquote>
 *
 * This class can contain basic error or warning information from
 * either the XML parser or the application: a parser writer or
 * application writer can subclass it to provide additional
 * functionality. SAX handlers may throw this exception or
 * any exception subclassed from it.
 *
 * If the application needs to pass through other types of
 * exceptions, it must wrap those exceptions in a SAXException
 * or an exception derived from a SAXException.
 *
 * If the parser or application needs to include information about a
 * specific location in an XML document, it should use the
 * subclass.<p>
 *
 * @since SAX 1.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.SAXParseException
 */
* Public Domain, and comes with <strong>NO WARRANTY</strong>.

* <p><strong>Note:</strong> despite its name, this interface does not extend the standard Java Reader interface, because reading XML is a fundamentally different activity than reading character data.</p>

* <p>XMLReader is the interface that an XML parser's SAX2 driver must implement. This interface allows an application to set and query features and properties in the parser, to register event handlers for document processing, and to initiate a document parse.</p>

* <p>All SAX interfaces are assumed to be synchronous: the <em>{@link #parse parse}</em> methods must not return until parsing is complete, and readers must wait for an event-handler callback to return before reporting the next event.</p>

* <p>This interface replaces the (now deprecated) SAX 1.0 <em>{@link org.xml.sax.Parser Parser}</em> interface. The XMLReader interface contains two important enhancements over the old Parser interface (as well as some minor ones):</p>

* <li>it adds a standard way to query and set features and properties; and</li>
* <li>it adds Namespace support, which is required for many higher-level XML standards.</li>

* <p>There are adapters available to convert a SAX1 Parser to a SAX2 XMLReader and vice-versa.</p>

* @since SAX 2.0
* @author David Megginson
* @version 2.0.1+ (sax2r3pre1)
* @see org.xml.sax.XMLFilter
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/XMLReader.java

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* */

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2- jar/_templates/javolution/lang/MathLib.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javolution/lang/MathLib.java
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/**
* Default base class for handlers.
* 
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
* </blockquote>
* 
* This class implements the default behaviour for four SAX1
* interfaces: EntityResolver, DTDHandler, DocumentHandler,
* and ErrorHandler. It is now obsolete, but is included in SAX2 to
* support legacy SAX1 applications. SAX2 applications should use
* the DefaultHandler class instead.
*/
Application writers can extend this class when they need to implement only part of an interface; parser writers can instantiate this class to provide default handlers when the application has not supplied its own.

Note that the use of this class is optional.

@deprecated This class works with the deprecated DocumentHandler interface. It has been replaced by the SAX2 DefaultHandler class.

@since SAX 1.0
@version 2.0.1 (sax2r2)
@see org.xml.sax.EntityResolver
@see org.xml.sax.DTDHandler
@see org.xml.sax.DocumentHandler
@see org.xml.sax.ErrorHandler

Basic interface for SAX error handlers.

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If a SAX application needs to implement customized error handling, it must implement this interface and then register an instance with the XML reader using the setErrorHandler method. The parser will then report all errors and warnings through this interface.

WARNING: If an application does not register an ErrorHandler, XML parsing errors will go unreported, except that SAXParseExceptions will be thrown for fatal errors. In order to detect validity errors, an ErrorHandler that does something with error calls must be registered.

For XML processing errors, a SAX driver must use this interface.
in preference to throwing an exception: it is up to the application
to decide whether to throw an exception for different types of
errors and warnings. Note, however, that there is no requirement that
the parser continue to report additional errors after a call to
[@link #fatalError fatalError]. In other words, a SAX driver class
may throw an exception after reporting any fatalError.
Also parsers may throw appropriate exceptions for non-XML errors.
For example, [@link XMLReader#parse XMLReader.parse()] would throw
an IOException for errors accessing entities or the document.</p>

* @since SAX 1.0
* @author David Megginson
* @version 2.0.1+ (sax2r3pre1)
* @see org.xml.sax.XMLReader#setErrorHandler
* @see org.xml.sax.SAXParseException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/ErrorHandler.java
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// NO WARRANTY! This class is in the Public Domain.
/**
 * Exception class for an unrecognized identifier.
 *
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
 * for further information.
 * </blockquote>
 *
 * <p>An XMLReader will throw this exception when it finds an
 * unrecognized feature or property identifier; SAX applications and
 * extensions may use this class for other, similar purposes.</p>
 *
 * @since SAX 2.0
 * @author David Megginson
 * @version 2.0.1 (sax2r2)
 * @see org.xml.sax.SAXNotSupportedException
*/

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/SAXNotRecognizedException.java
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/**
* A single input source for an XML entity.

* <blockquote>
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* See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
* for further information.
* </blockquote>

* This class allows a SAX application to encapsulate information
* about an input source in a single object, which may include
* a public identifier, a system identifier, a byte stream (possibly
* with a specified encoding), and/or a character stream.

* There are two places that the application can deliver an
* input source to the parser: as the argument to the Parser.parse
* method, or as the return value of the EntityResolver.resolveEntity
* method.

* The SAX parser will use the InputSource object to determine how
* to read XML input. If there is a character stream available, the
* parser will read that stream directly, disregarding any text
* encoding declaration found in that stream.
* If there is no character stream, but there is
* a byte stream, the parser will use that byte stream, using the
* encoding specified in the InputSource or else (if no encoding is
* specified) autodetecting the character encoding using an algorithm
* such as the one in the XML specification. If neither a character
* stream nor a
* byte stream is available, the parser will attempt to open a URI
* connection to the resource identified by the system
* identifier.

* An InputSource object belongs to the application: the SAX parser
* shall never modify it in any way (it may modify a copy if
* necessary). However, standard processing of both byte and
* character streams is to close them on as part of end-of-parse cleanup,
* so applications should not attempt to re-use such streams after they
* have been handed to a parser.

* @since SAX 1.0
* @author David Megginson
* @version 2.0.1 (sax2r2)
* @see org.xml.sax.XMLReader#parse(org.xml.sax.InputSource)
* @see org.xml.sax.EntityResolver#resolveEntity
* /

Found in path(s):
The order of events in this interface is very important, and mirrors the order of information in the document itself. For example, all of an element's content (character data, processing instructions, and/or subelements) will appear, in order, between the startElement event and the corresponding endElement event.

This interface is similar to the now-deprecated SAX 1.0 DocumentHandler interface, but it adds support for Namespaces and for reporting skipped entities (in non-validating XML processors). Implementors should note that there is also a ContentHandler class in the java.net package; that means that it's probably a bad idea to do.

In fact, "import ...*" is usually a sign of sloppy programming anyway, so the user should consider this a feature rather than a bug.

@since SAX 2.0
@author David Megginson
@version 2.0.1+ (sax2r3pre1)
* @see org.xml.sax.XMLReader
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.ErrorHandler
* /

Found in path(s):
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/org/xml/sax/ContentHandler.java

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* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/testing/AssertionException.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/xml/XMLSerializable.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/xml/QName.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/context/Context.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/context/ArrayFactory.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/context/ImmortalContext.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/testing/TestCase.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/testing/TestSuite.java
* /opt/cola/permits/1118987831_1608672578.56/0/javolution-5-5-1-sources-2-jar/javadoc/lang/Realtime.java
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1.2734 @babel/plugin-transform-block-scoping 7.16.0

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1.2735 @babel/parser 7.16.4

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1.2740 esprima 1.2.2 1.2.2

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1.2741 cookie 0.4.0 0.4.0

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1.2742 commons-daemon 1.0.13

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1.2743 swagger-models 2.0.7
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 */

package io.swagger.v3.oas.models.info;

import java.util.Objects;
/**
 * License
 *
 * @see "https://github.com/OAI/OpenAPI-Specification/blob/3.0.1/versions/3.0.1.md#licenseObject"
 */

public class License {
    private String name = null;
    private String url = null;
    private java.util.Map<String, Object> extensions = null;

    /**
     * returns the name property from a License instance.
     *
     * @return String name
     **/

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public License name(String name) {
        this.name = name;
        return this;
    }

    /**
     * returns the url property from a License instance.
     *
     * @return String url
     **/

    public String getUrl() {
        return url;
    }

    public void setUrl(String url) {
        this.url = url;
    }

    public License url(String url) {
        this.url = url;
        return this;
    }

    public License extensions(java.util.Map<String, Object> extensions) {
        this.extensions = extensions;
        return this;
    }
}
@Override
public boolean equals(java.lang.Object o) {
    if (this == o) {
        return true;
    }
    if (o == null || getClass() != o.getClass()) {
        return false;
    }
    License license = (License) o;
    return Objects.equals(this.name, license.name) &&
            Objects.equals(this.url, license.url) &&
            Objects.equals(this.extensions, license.extensions);
}

@override
public int hashCode() {
    return Objects.hash(name, url, extensions);
}

public java.util.Map<String, Object> getExtensions() {
    return extensions;
}

public void addExtension(String name, Object value) {
    if (name == null || name.isEmpty() || !name.startsWith("x-")) {
        return;
    }
    if (this.extensions == null) {
        this.extensions = new java.util.LinkedHashMap<>();
    }
    this.extensions.put(name, value);
}

public void setExtensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
}

public License extensions(java.util.Map<String, Object> extensions) {
    this.extensions = extensions;
    return this;
}

@Override
public String toString() {
    StringBuilder sb = new StringBuilder();
    sb.append("class License {\n");
sb.append("    name: ").append(toIndentedString(name)).append("\n");
sb.append("    url: ").append(toIndentedString(url)).append("\n");
sb.append("}");
    return sb.toString();
}

/**
 * Convert the given object to string with each line indented by 4 spaces
 * (except the first line).
 */
private String toIndentedString(java.lang.Object o) {
    if (o == null) {
        return "null";
    }
    return o.toString().replace("\n", "\n   ");
}

1.2744 babel-types 6.26.0 6.26.0
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1.2746 twill-zookeeper 0.6.0-incubating

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 * /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-
jar/org/apache/twill/zookeeper/AbstractZKClient.java
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* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/OperationFuture.java
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* /opt/cola/permits/1137746061_1614121450.21/0/twill-zookeeper-0-6-0-incubating-sources-2-jar/org/apache/twill/zookeeper/package-info.java
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1.2747 @babel/preset-env 7.16.4

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## Source Code

The project maintains the following source code repositories:

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* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
* https://github.com/eclipse-ee4j/glassfish-shoal
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1.2779 jline-terminal 3.12.1

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  jar/org/jline/utils/NonBlockingPumpInputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/impl/AbstractWindowsConsoleWriter.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/WriterOutputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/NonBlockingPumpReader.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/PumpReader.java

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auto_left_margin, bw, bw
auto_right_margin, am, am
back_color_erase, bce, ut
can_change, ccc, cc
ceol_standout_glitch, xhp, xs
col_addr_glitch, xhpa, YA
cpi_changes_res, cpix, YF
cr_cancels_micro_mode, crxm, YB
dest_tabs_magic_smso, xt, xt
eat_newline_glitch, xenl, xn
erase_overstrike, eo, eo
generic_type, gn, gn
hard_copy, hc, hc
hard_cursor, chts, HC
has_meta_key, km, km
has_print_wheel, daisy, YC
has_status_line, hs, hs
hue_lightness_saturation, hls, hl
insert_null_glitch, in, in
lpi_changes_res, lpix, YG
memory_above, da, da
memory_below, db, db
move_insert_mode, mir, mi
move_standout_mode, msgr, ms
needs_xon_xoff, nxon, nx
no_esc_ctlc, xsb, xb
no_pad_char, npc, NP
non_dest_scroll_region, ndscr, ND
non_rev_rmcup, nrrmc, NR
over_strike, os, os
prtr_silent, mc5i, 5i
row_addr_glitch, xvpa, YD
semi_auto_right_margin, sam, YE
status_line_esc_ok, eslok, es
tilde_glitch, hz, hz
transparent_underline, ul, ul
xon_xoff, xon, xo
columns, cols, co
init_tabs, it, it
label_height, lh, lh
create_window, cwin, CW
cursor_address, cup, cm
cursor_down, cud1, do
cursor_home, home, ho
cursor_invisible, civis, vi
cursor_left, cub1, le
cursor_mem_address, mrcup, CM
cursor_normal, cnorm, ve
cursor_right, curf1, nd
cursor_to_ll, ll, ll
cursor_up, cuu1, up
cursor_visible, cvvis, vs
define_char, defc, ZE
delete_character, dch1, dc
delete_line, dl1, dl
dial_phone, dial, DI
dis_status_line, dsl, ds
display_clock, dclk, DK
down_half_line, hd, hd
ena_acs, enacs, eA
to_alt_charset_mode, smacs, as
to_am_mode, smam, SA
to_blink_mode, blink, mb
to_bold_mode, bold, md
to_ca_mode, smcup, ti
to_delete_mode, smdc, dm
to_dim_mode, dim, mh
to_doublewide_mode, swidm, ZF
to_draft_quality, sdrfq, ZG
to_insert_mode, smir, im
to_italics_mode, sitm, ZH
to_leftward_mode, slm, ZI
to_micro_mode, smmicm, ZJ
to_near_letter_quality, snlq, ZK
to_normal_quality, snrmq, ZL
to_protected_mode, prot, mp
to_reverse_mode, rev, mr
to_secure_mode, invis, mk
to_shadow_mode, sshm, ZM
to_standout_mode, smsso, so
to_subscript_mode, ssubm, ZN
to_superscript_mode, ssupm, ZO
to_underline_mode, smul, us
to_upward_mode, sum, ZP
to_xon_mode, smxon, SX
erase_chars, ech, ec
exit_alt_charset_mode, rmacs, ae
exit_am_mode, rmam, RA
exit_attribute_mode, sgr0, me
exit_ca_mode, rmcup, te
exit_delete_mode, rmdc, ed
exit_doublewide_mode, rwidm, ZQ
exit_insert_mode, rmir, ei
exit_italics_mode, ritm, ZR
exit_leftward_mode, rlm, ZS
exit_micro_mode, rmicm, ZT
exit_shadow_mode, rshm, ZU
exit_standout_mode, rmso, se
exit_subscript_mode, rsubm, ZV
exit_superscript_mode, rsupm, ZW
exit_underline_mode, rmul, ue
exit_upward_mode, rum, ZX
exit_xon_mode, rmxon, RX
fixed_pause, pause, PA
flash_hook, hook, fh
flash_screen, flash, vb
from_status_line, fsl, fs
goto_window, wingo, WG
hangup, hup, HU
init_1string, is1, i1
init_2string, is2, is
init_3string, is3, i3
init_file, if, if
init_prog, iprog, iP
initialize_color, initc, Ic
initialize_pair, initp, Ip
insert_character, ich1, ic
insert_line, il1, al
insert_padding, ip, ip
key_a1, ka1, K1
key_a3, ka3, K3
key_b2, kb2, K2
key_backspace, kbs, kb
key_beg, kbeg, @1
key_btab, kcbt, kB
key_c1, kc1, K4
key_c3, kc3, K5
key_cancel, kcan, @2
key_catab, ktbc, ka
key_clear, kclr, kC
key_close, kclo, @3
key_command, kcmd, @4
key_copy, kcpy, @5
key_create, kcrt, @6
key_ctab, kctab, kt
key_dc, kdc1, kD
key_dl, kdl1, kL
key_down, kcd1, kd
key_eic, krmir, kM
key_end, kend, @7
key_enter, kent, @8
key_eol, kel, kE
key_eos, ked, kS
key_exit, kext, @9
key_f0, kf0, k0
key_f1, kf1, k1
key_f10, kf10, k:
key_f11, kf11, F1
key_f12, kf12, F2
key_f13, kf13, F3
key_f14, kf14, F4
key_f15, kf15, F5
key_f16, kf16, F6
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key_f18, kf18, F8
key_f19, kf19, F9
key_f2, kf2, k2
key_f20, kf20, FA
key_f21, kf21, FB
key_f22, kf22, FC
key_f23, kf23, FD
key_f24, kf24, FE
key_f25, kf25, FF
key_f26, kf26, FG
key_f27, kf27, FH
key_f28, kf28, FI
key_f29, kf29, FJ
key_f3, kf3, k3
key_f30, kf30, FK
key_f31, kf31, FL
key_f32, kf32, FM
key_f33, kf33, FN
key_f34, kf34, FO
key_f35, kf35, FP
key_f36, kf36, FQ
key_f37, kf37, FR
key_f38, kf38, FS
key_f39, kf39, FT
key_f4, kf4, k4
key_f40, kf40, FU
key_f41, kf41, FV
key_f42, kf42, FW
key_f43, kf43, FX
key_right, kcuf1, kr
key_save, kSav, &6
key_sbeg, kBEG, &9
key_scancel, kCAN, &0
key_scommand, kCMD, *1
key_scopy, kCPY, *2
key_screate, kCRT, *3
key_sd, kDL, *5
key_select, kslt, *6
key_send, kEND, *7
key_seol, kEOL, *8
key_sexit, kEXT, *9
key_sf, kind, kF
key_sfind, kFND, *0
key_shelp, kHLP, #1
key_shome, kHOM, #2
key_sic, kIC, #3
key_sleft, kLFT, #4
key_smmessage, kMSG, %a
key_smmove, kMOV, %b
key_snnext, kNXT, %c
key_soptions, kOPT, %d
key_sprevious, kPRV, %e
key_sprient, kPRT, %f
key_spkey, kR
key_sredo, kRDO, %g
key_sreplace, kRPL, %h
key_sright, kRIT, %i
key_sresume, kRES, %j
key_ssave, kSAV, !1
key_ssuspend, kSPD, !2
key_stab, khts, kT
key_sundo, kUND, !3
key_suspend, kspd, &7
key undo, kund, &8
key_up, kcuu1, ku
keypad_local, rmxk, ke
keypad_xmit, smkx, ks
lab_f0, lf0, 10
lab_f1, lf1, 11
lab_f10, lf10, la
lab_f2, lf2, 12
lab_f3, lf3, 13
lab_f4, lf4, 14
lab_f5, lf5, 15
lab_f6, lf6, 16
lab_f7, lf7, 17
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restore_cursor, rc, rc
row_address, vpa, cv
save_cursor, sc, sc
scroll_forward, ind, sf
scroll_reverse, ri, sr
select_char_set, scs, Zj
set_attributes, sgr, sa
set_background, setb, Sb
set_bottom_margin, smgb, Zk
set_bottom_margin_parm, smgbp, Zl
set_clock, sclk, SC
set_color_pair, scp, sp
set_foreground, setf, Sf
set_left_margin, smgl, ML
set_left_margin_parm, smglp, Zm
set_right_margin, smgr, MR
set_right_margin_parm, smgrp, Zn
set_tab, hts, st
set_top_margin, smgt, Zo
set_top_margin_parm, smgtp, Zp
set_window, wind, wi
start_bit_image, sbim, Zq
start_char_set_def, scsd, Zr
stop_bit_image, rbim, Zs
stop_char_set_def, rcsd, Zt
subscript_characters, subcs, Zu
superscript_characters, supcs, Zv
tab, ht, ta
these_cause_cr, docr, Zw
to_status_line, tsl, ts
tone, tone, TO
underline_char, uc, uc
up_half_line, hu, hu
user0, u0, u0
user1, u1, u1
user2, u2, u2
user3, u3, u3
user4, u4, u4
user5, u5, u5
user6, u6, u6
user7, u7, u7
user8, u8, u8
user9, u9, u9
wait_tone, wait, WA
xoff_character, xoffc, XF
xon_character, xonc, XN
zero_motion, zerom, Zx
alt_scancode_esc, scesa, S8
bit_image_carriage_return, bicr, Yv
bit_image_newline, binel, Zz
bit_image_repeat, birep, Xy
char_set_names, csnm, Zy
code_set_init, csin, ci
color_names, colornm, Yw
define_bit_image_region, defbi, Yx
device_type, devt, dv
display_pc_char, dispch, S1
end_bit_image_region, endbi, Yy
enter_pc_charset_mode, smpch, S2
enter_scancode_mode, smsc, S4
exit_pc_charset_mode, rmpch, S3
exit_scancode_mode, rmse, S5
get_mouse, getm, Gm
key_mouse, kmous, Km
mouse_info, minfo, Mi
pc_term_options, pctrm, S6
pkey_plab, pfklab, xl
req_mouse_pos, reqmp, RQ
scancode_escape, scesc, S7
set0_des_seq, s0ds, s0
set1_des_seq, s1ds, s1
set2_des_seq, s2ds, s2
set3_des_seq, s3ds, s3
set_a_background, setab, AB
set_a_foreground, setaf, AF
set_color_band, setcolor, Yz
set_lr_margin, smglr, ML
set_page_length, slines, YZ
set_tb_margin, smgtb, MT
enter_horizontal_hl_mode, ehhlm, Xh
enter_left_hl_mode, elhlm, xl
enter_low_hl_mode, elohlm, Xo
enter_right_hl_mode, erhlm, Xr
enter_top_hl_mode, ethlm, Xt
enter_vertical_hl_mode, evhlm, Xv
set_a_attributes, sgr1, sA
set_pglen_inch, slength, sL

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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/capabilities.txt
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  jar/org/jline/terminal/impl/ExecPty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/impl/MouseSupport.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/Log.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/Attributes.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/Cursor.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/impl/CursorSupport.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/spi/Pty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/MouseEvent.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/impl/AbstractPosixTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/impl/NativeSignalHandler.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/package-info.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/DiffHelper.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/InputStreamReader.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/OSUtils.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/ShutdownHooks.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/terminal/spi/Pty.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-
  jar/org/jline/utils/package-info.java
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black
maroon
green
olive
navy
purple
teal
silver
grey
red
lime
yellow
blue
fuchsia
aqua
white
grey0
navyblue
darkblue
blue3
blue3a
blue1
darkgreen
deepskyblue4
deepskyblue4a
deepskyblue4b
dodgerblue3
dodgerblue2
green4
springgreen4
turquoise4
deepskyblue3
deepskyblue3a
dodgerblue1
green3
springgreen3
darkcyan
lightseagreen
depsea-skyblue2
depsea-skyblue1
green3a
springgreen3a
springgreen2
cyan3
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springgreen2a
springgreen1
mediumspringgreen
cyan2
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darkred
deeppink4
purple4
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purple3
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orange4
grey37
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* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/DumbTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlocking.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/Size.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/NonBlockingInputStream.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/terminal/impl/PosixPtyTerminal.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/Curses.java
* /opt/ws_local/PERMITS_SQL/1057262552_1592255590.19/0/jline-terminal-3-12-1-sources-jar/org/jline/utils/StyleResolver.java
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1.2780 protostuff 1.7.1

1.2780.1 Available under license:

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* J2ME module

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* Deployment to maven central

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* `proto_extender` (compiler/codegen)
* `java_bean_model` (compiler/codegen)

Igor Scherbak

* `proto_extender` (compiler/codegen)

John Koepi

* `ProtoToProtoCompiler`
* `JavaBeanModelCompiler`

Patch contributors

==================

J.D. Zamfirescu

* `protostuff-parser` - supplied code to parse protobuf "syntax2" header. (Issue 6)

Philippe Laflamme

* `protostuff-parser` - supplied code to parse protobuf extensions and allow generated code to access its metadata. (Issue 25)

Joseph Gentle

* `protostuff-model` - fixed bug in the reflection compiler with nested protobuf types. (Issue 26)
Tim Underwood

* `protostuff-api` - ArrayIndexOutOfBoundsException in StringSerializer.writeUTF8 (Issue 27)

nordlig.ulv

* `protostuff-compiler` - Native methods for repeated fields (Issue 35)
* `protostuff-compiler` - Merge method for protobuf classes (Issue 64)

avaskys

* `protostuff-parser`, `protostuff-compiler` - cannot import more than one .proto file from the same package (Issue 38)

sergei.s.ivanov

* `protostuff-compiler` Use FQN everywhere in classes generated by java_v2protoc_schema (Issue 70). Maven plugin to attach generated source directory to the project compile source roots (Issue 69).

Thomas Kock

* `protostuff-uberjar` - a bundle created primarily for osgi.

thierry.monney

* `protostuff-me` - Preverification fails (Issue 92)

Leo Romanoff

* `protostuff-runtime` - user definable mapping: FQCN's --> integer, for serialized stream size-reduction (Issue 96)

Brice Jaglin

* `protostuff-runtime` - annotations on pojo's fields to have explicit control of field numbers.

baetz.alexander

* `protostuff-compiler` - Issue 128 patch
* `protostuff-maven-plugin` - Issue 128 patch

Max Lunin

* `protostuff-core` - Issue 138

Ryszard Winiewski

* `protostuff-runtime` - Issue 140 patch
lzh0379

* `protostuff-runtime` - Issue 141 patch

eedzjee

* `protostuff-runtime-md` - Issue 156 patch

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  jar/org/objectweb/asm/util/Traceable.java
* /opt/cola/permits/1136447751_1613767073.0/0/asm-all-repackaged-2-2-0-b21-sources-3-
  jar/org/objectweb/asm/util/ASMifiable.java

1.2782 cglib 2.2.0-b21

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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/proxy/CallbackHelper.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/core/RejectModifierPredicate.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
  jar/net/sf/cglib/proxy/MixinEverythingEmitter.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/LazyLoaderGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/CollectionUtils.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/ReflectUtils.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/CallbackGenerator.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/ClassFilterTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/MixinEmitter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/CodeEmitter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/DefaultNamingPolicy.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/EmitUtils.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/Proxy.java
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/util/ParallelSorter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/MethodFilter.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/GeneratorStrategy.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/FieldVisitorTee.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/reflect/FastConstructor.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/reflect/ConstructorDelegate.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/transform/impl/AddPropertyTransformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/Dispatcher.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/core/Transformer.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/beans/FixedKeySet.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-
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* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/UndeclaredThrowableException.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/MethodInterceptor.java
* /opt/cola/permits/1136701410_1613864270.85/0/cglib-2-2-0-b21-sources-2-jar/net/sf/cglib/proxy/Factory.java
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1.2783 babel-helper-optimise-call-expression

6.24.1 6.24.1

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1.2785 jackson-dataformat-csv 2.10.5
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Manifest-Version: 1.0
Bnd-LastModified: 1595302282882
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Support for reading and writing CSV-encoded data via Jackson abstractions.
Bundle-DocURL: https://github.com/FasterXML/jackson-dataformats-text
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson-dataformat-CSV
Bundle-SymbolicName: com.fasterxml.jackson.dataformat.jackson-dataformat-csv
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Export-Package: com.fasterxml.jackson.dataformat.csv;version="2.10.5";
uses:"com.fasterxml.jackson.core,com.fasterxml.jackson.core.base,com
.fasterxml.jackson.core.format,com.fasterxml.jackson.core.io,com.fast
erxml.jackson.core.json,com.fasterxml.jackson.core.type,com.fasterxml
.jackson.core.util,com.fasterxml.jackson.databind,com.fasterxml.jackson.dat
abind,com.fasterxml.jackson.databind.util,com.fasterxml.jackson.databind.csv.impl",com.fasterxml.jackson.databind.csv.impl;version="2.10.5";
uses:"com.fasterxml.jackson.core,com.fasterxml.jackson.dat
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kson.databind.csv.impl",com.fasterxml.jackson.databind.csv
Import-Package: com.fasterxml.jackson.core;version="[2.10,3)",com.fast
erxml.jackson.core.base;version="[2.10,3)",com.fasterxml.jackson.core
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)",com.fasterxml.jackson.databind.csv.impl";
Private-Package: com.fasterxml.jackson.databind.csv.impl
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"
Specification-Title: Jackson-dataformat-CSV
1.2786 callsites 0.2.0
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1.2788 jackson-mapper-asl 1.9.13

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1.2789 inflight 1.0.6 1.0.6

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1.2799 jarchivelib 1.0.0

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1.2800 fs.realpath 1.0.0 1.0.0

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This is intended as an overview of the major changes

v2.0
===
- The PrefixMap now implements the Map interface which increases the number of use cases.
- Support for the default Java Serialization and Kryo 4 and Kryo 5

v1.2
===
- Converted this into a Java 9+ module that can still be used as a Java 8 jar dependency.

v1.1
===
- Support for serialization using Kryo

v1.0
===
- Initial release

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insert_final_newline = true
trim_trailing_whitespace = true
indent_style = space

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[*].yaml
indent_size = 2

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[Makefile]
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* /opt/cola/permits/1174497368_1623906381.73/0/nielsbasjes-prefixmap-v2-0-0-g500ebea-tar-gz/nielsbasjes-prefixmap-e34e4cb/prefixmap/src/test/resources/log4j.properties
* /opt/cola/permits/1174497368_1623906381.73/0/nielsbasjes-prefixmap-v2-0-0-g500ebea-tar-gz/nielsbasjes-prefixmap-e34e4cb/serialization/prefixmap-test-base/src/test/resources/log4j.properties

Open Source Used In DNAC Platform Guardian 12472
PrefixMap: A Map type datastructure that uses prefixes instead of keys
========================================

- A "GT-I8190N" is a "Samsung" device because it starts with "GT-".
- A "RM-1092" is a "Nokia" device because it starts with "RM-".

So I needed a lookup structure that maps these prefixes to the desired brands.

"GT-" : "Samsung"
"RM-" : "Nokia"

With this code you can now do this type of lookup in a very fast way:

```java
// Parameter caseSensitive=false --> so lookups are caseINsensitive
PrefixMap<String> brandLookup = new StringPrefixMap<>(false);

brandLookup.put("GT-", "Samsung");
brandLookup.put("RM-", "Nokia");

String brandGT = brandLookup.getLongestMatch("GT-I8190N");  // --> "Samsung"
```
String brandRM = brandLookup.getLongestMatch("RM-1092");  // --> "Nokia"

All you need is to add this dependency to you project

<dependency>
  <groupId>nl.basjes.collections</groupId>
  <artifactId>prefixmap</artifactId>
  <version>2.0</version>
</dependency>

Version 2.0 If you are using Kryo 5.x you can use this to register all classes:

StringPrefixMap.configureKryo(kryo);

Blog post
==========
A bit more background about this datastructure and how it works can be found in this blog which I wrote about it: [https://techlab.bol.com/finding-the-longest-matching-string-prefix-fast/](https://techlab.bol.com/finding-the-longest-matching-string-prefix-fast/) ([Local copy](Article.md))

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1.2808 node-readfiles 0.2.0 0.2.0
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1.2809 glob-parent 5.1.2

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1.2821 v8flags 2.1.1

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1.2822 is-ip 1.0.0
1.2822.1 Available under license :
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1.2823 kotlin 1.3.61
1.2823.1 Available under license :
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Kotlin.isBooleanArray = function (a) {
    return (Array.isArray(a) || a instanceof Int8Array) && a.$type$ === "BooleanArray"
};

Kotlin.isByteArray = function (a) {
    return a instanceof Int8Array && a.$type$ !== "BooleanArray"
};

Kotlin.isShortArray = function (a) {
    return a instanceof Int16Array
};

Kotlin.isCharArray = function (a) {
    return a instanceof Uint16Array && a.$type$ === "CharArray"
};

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

Kotlin.isFloatArray = function (a) {
    return a instanceof Float32Array
};

Kotlin.isDoubleArray = function (a) {
    return a instanceof Float64Array
};

Kotlin.isLongArray = function (a) {
    return Array.isArray(a) && a.$type$ === "LongArray"
};

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

Kotlin.isArrayish = function (a) {
    return Array.isArray(a) || ArrayBuffer.isView(a)
};

Kotlin.arrayToString = function (a) {
    var toString = Kotlin.isCharArray(a) ?

return getObjectHashCode(obj);
    }
    if ("number" === objType) {
        return Kotlin.numberHashCode(obj);
    }
    if ("boolean" === objType) {
        return Number(obj);
    }
    var str = toString(obj);
    if ("object" === objType) {
        return str;
    }
    if ("null" === objType) {
        return null;
    } else if ((is(String(obj)) && plansKotlin.toString = function (o) {
            return ("null" === objType) || !is(String(obj)) ? o.toString() : o.toString();
        }) | 
        (get("OBJECT_HASH_CODEPROPERTY_NAME" in obj)) | 
        (var hash = (Math.random() * Math.pow(2, 32)) | 0; // Make 32-bit signed integer.
    Object.defineProperty(obj, "OBJECT_HASH_CODEPROPERTY_NAME", {
        value: hash, enumerable: false });
    }
    return obj;
}
Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long(
        (value %
            Kotlin.Long.TWO_PWR_32_DBL_) | 0,
        (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);

/**
 * Returns a Long representing the 64-bit integer that comes by concatenating
 * the given high and low bits. Each is assumed to use 32 bits.
 * @param {number} lowBits The low 32-bits.
 * @param {number} highBits The high 32-bits.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};

/**
 * Returns a Long representation of the given string, written using the given
 * radix.
 * @param {string} str The textual representation of the Long.
 * @param {number=} opt_radix The radix in which the text is written.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  if (str.charAt(0) == '-') {
    return Kotlin.Long.fromString(str.substring(1), radix).negate();
  } else if (str.indexOf('-') >= 0) {
    throw Error('number format error: interior "-" character: ' + str);
  }

  // Do several (8) digits each time through the loop, so as to minimize
  // the expensive emulated div.
  var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));

  var result = Kotlin.Long.ZERO;
  for (var i = 0; i < str.length; i += 8) {
    var size = Math.min(8, str.length - i);
    var value = parseInt(str.substring(i, i + size), radix);
    if (size < 8) {
      var power = Kotlin.Long.fromNumber(Math.pow(radix, size));
      result = result.multiply(power).add(Kotlin.Long.fromNumber(value));
    } else {
      result = result.multiply(radixToPower);
      result = result.add(Kotlin.Long.fromNumber(value));
    }
  }
  return result;
};

// NOTE: the compiler should inline these constant values below and then remove
// these variables, so there should be no runtime penalty for these.

/**
 * Number used repeated below in calculations.
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_32_DBL_ = Kotlin.Long.TWO_PWR_16_DBL_ *
    Kotlin.Long.TWO_PWR_16_DBL_;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_31_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ / 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_48_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ *
    Kotlin.Long.TWO_PWR_16_DBL_;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_64_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ *
    Kotlin.Long.TWO_PWR_32_DBL_;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_63_DBL_ =
    Kotlin.Long.TWO_PWR_64_DBL_ / 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.ZERO = Kotlin.Long.fromBits(0, 0);

/**
 * @type {number}
 * @private
 */
Kotlin.Long.ONE = Kotlin.Long.fromBits(1, 0);

/**
 * @type {number}
 * @private
 */
Kotlin.Long.NEG_ONE =
    Kotlin.Long.ONENegate();

/**
 * @type {number}
 * @private
 */
Kotlin.Long.MAX_VALUE =
    Kotlin.Long.ONE.addOne();

/**
 * @type {number}
 * @private
 */
Kotlin.Long.MIN_VALUE =
    Kotlin.Long.ZERO.addOne();

/**
 * @param {number=} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 * @override
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  return this.toString(radix);
};

/**
 * The closest floating-point representation to this value.
 * @return {number} The 32-bit hashCode of this value.
 */
Kotlin.Long.prototype.hashCode = function() {
  return this.high_ ^ this.low_;
};

/**
 * @param {number=} opt_radix The radix in which the text should be written.
 * @return {string} The textual representation of this value.
 * @override
 */
Kotlin.Long.prototype.toString = function(opt_radix) {
  var radix = opt_radix || 10;
  if (radix < 2 || 36 < radix) {
    throw Error('radix out of range: ' + radix);
  }

  return this.toString(radix);
};
recurse to do the rest.
var radixLong = Kotlin.Long.fromNumber(radix);
var div = this.div(radixLong);
var rem = div.multiply(radixLong).subtract(this);
return div.toString(radix) + rem.toString(radix);
}
else {
  var negated = this.negate().toString(radix);
  return '-' + negated;
}

var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));
var rem = this;
var result = '';
while (true) {
  var remDiv = rem.div(radixToPower);
  var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();
  var digits = intval.toString(radix);

  rem = remDiv;
  if (rem.isZero()) {
    return digits + result;
  } else {
    while (digits.length < 6) {
      digits = '0' + digits;
    }
    result = '' + digits + result;
  }
}

/**
 * @return {number} The high 32-bits as a signed value. */
Kotlin.Long.prototype.getHighBits = function() {
  return this.high_;
};

/**
 * @return {number} The low 32-bits as a signed value. */
Kotlin.Long.prototype.getLowBits = function() {
  return this.low_;
};

/**
 * @return {number} The low
32-bits as an unsigned value. */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};

/**
 * @return {number} Returns
the number of bits needed to represent the absolute
value of this Long.
*/
Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
  }
};

/**
 * @return {boolean} Whether this value is zero.
 */
Kotlin.Long.prototype.isZero = function() {
  return this.high_ == 0 && this.low_ == 0;
};

/**
 * @return {boolean} Whether this value is negative.
 */
Kotlin.Long.prototype.isNegative = function() {
  return this.high_ < 0;
};

/**
 * @return {boolean
} Whether this value is odd.
 */
Kotlin.Long.prototype.isOdd = function() {
  return (this.low_ & 1) == 1;
};

/**
 * Compares this Long with the given one.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {number} 0 if they are the same, 1 if the this is greater, and -1
 *     if the given one is greater.
 */
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  }

  var thisNeg = this.isNegative();
  var otherNeg = other.isNegative();
  if (thisNeg && !otherNeg) {
    return -1;
  }
  if (!thisNeg && otherNeg) {
    return 1;
  }

  // at this point, the signs are the
  // same, so subtraction will not overflow if (this.subtract(other).isNegative())
  // return -1;
  else {
    return 0;
  }
};

/**
 * Compares this Long with the given one.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than the other.
 */
Kotlin.Long.prototype.greaterThan = function(other) {
  return this.compare(other) > 0;
};

/**
 * Compares this Long with the given one.
 * @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than or equal to the other.
 */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
  return this.compare(other) >= 0;
};

/**
 * Returns the negation of this value.
 */
Kotlin.Long.prototype.negate = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.nott().add(Kotlin.Long.ONE);
  }
};

/**
 * Divide each number into 4 chunks of 16 bits, and then
 * sum the chunks.
 */
var a48 = this.high_;  >> 16; var a32 = this.high_ & 0xFFFF; var a16 = this.low_
var a00 = this.low_ & 0xFFFF;

  var b48 = other.high_ >>> 16;
  var b32 = other.high_ & 0xFFFF;

  var b16 = other.low_ >>> 16;
  var b00 = other.low_ & 0xFFFF;

var c48 = 0, c32 = 0, c16 = 0, c00 = 0;

c00 += a00 + b00;
c16 += c00 >>> 16;
c00 &= 0xFFFF;
c16 += a16 + b16;
c32 += c16 >>> 16;
c16 &= 0xFFFF;
c32 += a32 + b32;
c48 += c32 >>> 16;
c32 &= 0xFFFF;
c48 += a48 + b48;
c48 &= 0xFFFF;

  return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);
*/

* Returns the difference of this and the given Long.
* @param {Kotlin.Long} other Long to subtract from this.
* @return {Kotlin.Long} The difference of this and the given Long.
*/
Kotlin.Long.prototype.subtract = function(other) {

  return this.add(other.negate());
};

/**
 * Returns the product of this and the given Long.
 * @param {Kotlin.Long} other Long to multiply with this.
 * @return {Kotlin.Long} The product of this and the other Long.
*/
Kotlin.Long.prototype.multiply = function(other) {

  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) { return this.ZERO; } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) { return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO; } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) { return this.ZERO; }

  this.negate().multiply(other.negate());
}

// If both longs are small, use float multiplication
if (this.lessThan(Kotlin.Long.TWO_PWR_24_)) {
  return this.ZERO;
}

  // Repeat the following until the remainder is less than other:
  // find a floating-point that approximates remainder / other *from below*, add this into the result, and subtract it from the remainder. It is critical that the approximate value is less than or equal to the real value so that the remainder never becomes negative.
  var rem = this.subtract(other.multiply(approx));
  var result = approx.add(rem.multiply(approx));

  // Approximate the result of division. This may be a little greater or smaller than the actual value. 
  var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));

  // We will tweak the approximate result by changing it in the 48-th digit or the smallest non-fractional digit,
whichever is larger.

var log2 = Math.ceil(Math.log(approx) / Math.LN2);
var delta = (log2 <= 48) ? 1 :
    Math.pow(2, log2 - 48);

var approxRes = approxRes.multiply(other);
var approxRem = approxRes.multiply(other);
while (approxRem.isNegative() || approxRem.greaterThan(rem))
    approx -= delta; approxRes = Kotlin.Long.fromNumber(approx);
approxRem = approxRes.multiply(other); // We know the answer can't be zero...
if (approxRes.isZero()) {
    return Kotlin.Long.ONE;
} else {
    res = res.add(approxRes);
    rem = rem.subtract(approxRem);
}

// Decrease the approximation until it is smaller than the remainder.  Note
// that if it is too large, the product overflows and is negative.

res = res.add(approxRes);
rem = rem.subtract(approxRem);
}
return res;
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to OR.
 * @return {!Kotlin.Long} This bitwise-OR of this and the other.
 */
Kotlin.Long.prototype.or = function(other) {
  return Kotlin.Long.fromBits(this.low_ | other.low_,
                                 this.high_ | other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    if (numBits < 32) {
      var high = this.high_;
      return Kotlin.Long.fromBits(
          low << numBits,
          (high << numBits) | (low >>> (32 - numBits)));
    } else {
      return Kotlin.Long.fromBits(0, low << (numBits - 32));
    }
  }
}

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(high >>> numBits);
    } else {
      return Kotlin.Long.fromBits(high >> (numBits - 32));
    }
  }
}

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var high = this.high_;
    if (numBits < 32) {
      var low = this.low_;
      return Kotlin.Long.fromBits(this.high_ >= 0 ? 0 : -1);
    }
  }
}

Kotlin.Long.prototype.equals = function (other) {
    return other instanceof Kotlin.Long &&
    this.equalsLong(other);
};

Kotlin.Long.prototype.compare = function() {
    return this.add(Kotlin.Long.ONE);
};

Kotlin.Long.prototype.dec = function() {
    return this.add(Kotlin.Long.NEG_ONE);
};

Kotlin.Long.prototype.valueOf = function() {
    return this.toNumber();
};

Kotlin.Long.prototype.unaryPlus = function() {
    return this;
};

Kotlin.Long.prototype.unaryMinus = function() {
    return Kotlin.Long.prototype.negative(arg);
};

Kotlin.Long.prototype.bitwiseNot = function() {
    return Kotlin.Long.prototype.not(arg);
};

Kotlin.Long.prototype.bitwiseAnd = function(other) {
    return Kotlin.Long.prototype.and(arg, other);
};

Kotlin.Long.prototype.bitwiseOr = function(other) {
    return Kotlin.Long.prototype.or(arg, other);
};

Kotlin.Long.prototype.bitwiseXor = function(other) {
    return Kotlin.Long.prototype.xor(arg, other);
};

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```kotlin
*\n@file:kotlin.jvm.JvmMultifileClass
*\n@file:kotlin.jvm.JvmName("\r\nArraysKt")
\nimport kotlin.collections
*\nimport kotlin.ranges.contains
*\nimport kotlin.ranges.reversed
*\nimport kotlin.random.
*\n
package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component1(): T {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component1(): Byte {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component1(): Short {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component1(): Int {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component1(): Long {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component1(): Float {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component1(): Double {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component1(): Boolean {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component1(): Char {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component2(): T {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component2(): Byte {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component2(): Short {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component2(): Int {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component2(): Long {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component2(): Float {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component2(): Char {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component3(): T {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ByteArray.component3(): Byte {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun ShortArray.component3(): Short {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun IntArray.component3(): Int {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun LongArray.component3(): Long {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component3(): Float {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component3(): Double {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component3(): Boolean {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component3(): Char {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> Array<out T>.component4(): T {
    return get(3)
}
```

---

Open Source Used In DNAC Platform Guardian 12518
get(3) * Returns 4th *element* from the collection.

get(4) * Returns 5th *element* from the collection.

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *public operator fun

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*component5(): T

return get(4) * Returns 5th *element* from the collection. *public inline

return get(4) * Returns 5th *element* from the collection. *inline operator fun

return get(4) * Returns 5th *element* from the collection. *inline operator fun

return get(4) * Returns 5th *element* from the collection. *inline operator fun

return get(4) * Returns 5th *element* from the collection. *inline operator fun

return get(4) * Returns 5th *element* from the collection. *inline operator fun

contains(element: T): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Byte): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Short): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Int): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Long): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Float): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Double): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Boolean): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: Char): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array. *ToArray<out T>.*contains(element: T): Boolean

indexOf(element) >= 0 * Returns `true` if [element] is found in the array.
Short

```kotlin
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index]
 * is out of bounds of this array.
 */
@sample samples.collections.Collections.Elements.elementAt

expect fun IntArray.elementAt(index: Int): Int

expect fun LongArray.elementAt(index: Int): Long

expect fun FloatArray.elementAt(index: Int): Float

expect fun DoubleArray.elementAt(index: Int): Double

expect fun BooleanArray.elementAt(index: Int): Boolean

expect fun CharArray.elementAt(index: Int): Char

@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

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result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.elementAtOrNull(index: Int): Byte? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.elementAtOrNull(index: Int): Short? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.elementAtOrNull(index: Int): Int? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.elementAtOrNull(index: Int): Long? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun Array<out T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}
```
such element was found.\n */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {
    return lastOrNull(predicate)\n
    */
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.first(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun ByteArray.first(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun ShortArray.first(): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun IntArray.first(): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun LongArray.first(): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun FloatArray.first(): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun DoubleArray.first(): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun BooleanArray.first(): Boolean {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]\n
    */
@kotlin.internal.InlineOnly
public fun CharArray.first(): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[0]
Returns the first element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}

fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}
Returns the first element matching the given [predicate], or `null` if element was not found.

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    for (element in this) if (predicate(element)) return element
    return null
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun <T> Array<out T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ByteArray.getOrNull(index: Int): Byte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun ShortArray.getOrNull(index: Int): Short? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun IntArray.getOrNull(index: Int): Int? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun LongArray.getOrNull(index: Int): Long? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun FloatArray.getOrNull(index: Int): Float? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun DoubleArray.getOrNull(index: Int): Double? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun BooleanArray.getOrNull(index: Int): Boolean? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

```kotlin
@kotlin.internal.InlineOnly
public fun CharArray.getOrNull(index: Int): Char? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}
```

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ByteArray.lastIndexOf(): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (predicate(this[index])) {
        return index
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ByteArray.lastIndexOf(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> LongArray.lastIndexOf(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> IntArray.lastIndexOf(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> CharArray.lastIndexOf(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> DoubleArray.lastIndexOf(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> FloatArray.lastIndexOf(predicate: (Float) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ShortArray.lastIndexOf(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> BooleanArray.lastIndexOf(predicate: (Boolean) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun <T> CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {
    for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}
this[lastIndex] * Returns the last element.
@throws [NoSuchElementException] if the array is empty.
public fun ShortArray.last(): Short {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun IntArray.last(): Int {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun LongArray.last(): Long {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun FloatArray.last(): Float {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun DoubleArray.last(): Double {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun BooleanArray.last(): Boolean {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.last(): Char {
    return this[lastIndex] * Returns the last element.
    @throws [NoSuchElementException] if the array is empty.
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun IntArray.last(predicate: (Int) -> Boolean): Int {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun LongArray.last(predicate: (Long) -> Boolean): Long {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
 * element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
 * element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
 * element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last
 * element matching the given [predicate], or `null` if no such element was found.\n */
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element
 * from this array using the specified source of
 * randomness.\n *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
public fun <T> Array<out T>.random(random: Random): T {
    return get(random.nextInt(size))
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element
 * from this array.
 *\n * @throws NoSuchElementException if this array is empty.\n */
@SinceKotlin("1.3")
public fun <T> Array<out T>.random(random: Random): T {
    return get(random.nextInt(size))
}
this array is empty.

public fun ByteArray.random(random: Random): Byte {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))}

public fun ShortArray.random(random: Random: Random): Short {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun IntArray.random(random: Random): Int {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun LongArray.random(random: Random): Long {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun FloatArray.random(random: Random): Float {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun DoubleArray.random(random: Random): Double {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun BooleanArray.random(random: Random: Random): Boolean {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun CharArray.random(random: Random: Random): Char {
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun ByteArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun ShortArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun IntArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun LongArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun FloatArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

public fun DoubleArray.single() {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
NoSuchElementException("Array is empty.")\n  1 -> this[0]\n  else -> throw IllegalArgumentException("Array has more than one element.")\n  \n  Returns the single element, or throws an exception if the array is empty or has more than one element.

public fun BooleanArray.single(): Boolean {
  return when (size) {
    0 -> throw NoSuchElementException("Array is empty.")\n    1 -> this[0]\n    else -> throw IllegalArgumentException("Array has more than one element.")\n  }\n}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
  return when (size) {
    0 -> throw NoSuchElementException("Array is empty.")\n    1 -> this[0]\n    else -> throw IllegalArgumentException("Array has more than one element.")\n  }\n}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
  var single: T? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as T
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
  var single: Byte? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
  var single: Short? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
  var single: Int? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
  var single: Long? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
  var single: Float? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {
  var single: Double? = null
  var found = false
  for (element in this) {
    if (predicate(element)) {
      if (found) throw IllegalArgumentException("Array contains more than one matching element.")\n      single = element\n      found = true\n    }\n    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n  }\n  @Suppress("UNCHECKED_CAST")\n  return single as Double
}
found = true
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char

public inline fun CharArray.single(predicate: (Char) -> Boolean): Char
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char

public inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char?
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

public inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int?
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

public inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short?
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

public inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte?
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single

public inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T?
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T

public inline fun DoubleArray.singleOrNull(): Double?
    return if (size == 1) this[0] else null

public inline fun FloatArray.singleOrNull(): Float?
    return if (size == 1) this[0] else null

public inline fun LongArray.singleOrNull(): Long?
    return if (size == 1) this[0] else null

public inline fun IntArray.singleOrNull(): Int?
    return if (size == 1) this[0] else null

public inline fun BooleanArray.singleOrNull(): Boolean?
    return if (size == 1) this[0] else null

public fun CharArray.singleOrNull(): Char?
    return if (size == 1) this[0] else null

public fun BooleanArray.singleOrNull(): Boolean?
    return if (size == 1) this[0] else null

public fun DoubleArray.singleOrNull(): Double?
    return if (size == 1) this[0] else null

public fun FloatArray.singleOrNull(): Float?
    return if (size == 1) this[0] else null

public fun LongArray.singleOrNull(): Long?
    return if (size == 1) this[0] else null
single: Long? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n
/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */
public inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null\n    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */
public inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null\n    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */
public inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null\n    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun <T> Array<out T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun ByteArray.drop(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun ShortArray.drop(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun IntArray.drop(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun LongArray.drop(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun FloatArray.drop(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))\n}

/**
 * Returns a list containing all elements except first [n] elements.\n */
public fun DoubleArray.drop(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAt Least(0))\n}
IllegalArgumentException if [n] is negative.

    require(n >= 0) { \"Requested element count Sn is less than zero.\" } return takeLast((size - n).coerceAtLeast(0))

Returns a list containing all elements except first [n] elements.

@throws IllegalArgumentException if [n] is negative.

    require(n >= 0) { \"Requested element count Sn is less than zero.\" } return takeLast((size - n).coerceAtLeast(0))

Returns a list containing all elements except last [n] elements.

@throws IllegalArgumentException if [n] is negative.

    require(n >= 0) { \"Requested element count Sn is less than zero.\" } return takeLast((size - n).coerceAtLeast(0))

Returns a list containing all elements except last [n] elements.

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.samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
   /\n   return last(index + 1)\n   }\n   \n   return emptyList().\n
   /\n   *\n   \n   *\n   Returns a list containing all elements except last elements that satisfy the given [predicate].\n   /\n   *\n   /\n   *\n   @sample
   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
   /\n   return last(index + 1)\n   }\n   \n   return emptyList().\n
   /\n   *\n   /\n   *\n   Returns a list containing all elements except last elements that satisfy the given [predicate].\n   /\n   *\n   /\n   *\n   @sample
   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
   /\n   return last(index + 1)\n   }\n   \n   return emptyList().\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
   /\n   return last(index + 1)\n   }\n   \n   return emptyList().\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {\n      for (index in lastIndex downTo 0) \n         if (!predicate(this[index])) \n            return emptyList().\n
   /\n   return last(index + 1)\n   }\n   \n   return emptyList().\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun <T> ArrayList<T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n      var yielding = false\n      val list = ArrayList<T>()\n      for (item in this) \n         if (yielding) \n            list.add(item)\n         else if (!predicate(item)) \n            list.add(item)\n
   /\n   yielding = true\n   }\n   \n   return list\n
   /\n   *\n   /\n   *\n   Returns a list containing all elements except first elements that satisfy the given [predicate].\n   /\n   *\n   /\n   *\n   @sample
   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n      var yielding = false\n      val list = ArrayList<Byte>()\n      for (item in this) \n         if (yielding) \n            list.add(item)\n         else if (!predicate(item)) \n            list.add(item)\n
   /\n   yielding = true\n   }\n   \n   return list\n
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   \n   samples.collections.Collections.Transformations.drop\n   /\n   *\n   /\n   public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n      var yielding = false\n      val list = ArrayList<Int>()\n      for (item in this) \n         if (yielding) \n            list.add(item)\n         else if (!predicate(item)) \n            list.add(item)\n
   /\n   yielding = true\n   }\n   \n   return list;
list.add(item) \n\nyielding = true \n\nreturn list \n
** Returns a list containing all elements except first elements that satisfy the given \[predicate]". \n* * @sample samples.collections.Collections.Transformations.drop\n* /\n\npublic inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> \n\nvar yielding = false \nval list = ArrayList<Long>() \n\nfor (item in this) \nif (yielding) \nlist.add(item) \n\nelse if (!predicate(item)) \n\nlist.add(item) \nyielding = true \n\nreturn list \n
** \n* * @sample samples.collections.Collections.Transformations.drop\n* /\n\npublic inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> \n\nvar yielding = false \nval list = ArrayList<Float>() \n\nfor (item in this) \nif (yielding) \nlist.add(item) \n\nelse if (!predicate(item)) \n\nlist.add(item) \nyielding = true \n\nreturn list \n
** \n* * @sample samples.collections.Collections.Transformations.drop\n* /\n\npublic inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> \n\nvar yielding = false \nval list = ArrayList<Double>() \n\nfor (item in this) \nif (yielding) \nlist.add(item) \n\nelse if (!predicate(item)) \n\nlist.add(item) \nyielding = true \n\nreturn list \n
**
filterIndexedTo(ArrayList<Byte>(), predicate)\n\n\n* Returns a list containing only elements matching the given \[predicate\].
* @param \[predicate\] function that takes the index of an element and the element itself
* and returns the result of predicate evaluation on the element.

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public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index])) destination.add(index)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index])) destination.add(index)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index])) destination.add(index)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index])) destination.add(index)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    for (index in this.indices)
        if (predicate(index, this[index])) destination.add(index)
    return destination
}

/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 */
public inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {
    return filterIsInstanceTo(ArrayList<R>())
}

/**
 * Appends all elements that are instances of specified type parameter R to the given [destination].
 */
public inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {
    for (element in this)
        if (element is R)
            destination.add(element)
    return destination
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing all elements that are not `null`.
 */
public fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

/**
 * Appends all elements that are not `null` to the given [destination].
 */
public fun charArray.filterNotNullTo(destination: CharArray): CharArray {
    for (index in this.indices)
        if (this[index] != null)
            destination.add(this[index])
    return destination
}
public fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullOrEmpty(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : Collection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : Collection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : Collection<Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> byteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> shortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> intArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> longArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> floatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> doubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> booleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public inline fun <T> charArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<T>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Byte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Short>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Int>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Long>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Float>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Double>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Boolean>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<Char>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}
Returns a list containing first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample samples.collections.Collections.Transformations.take

```kotlin
public fun BooleanArray.take(n: Int): List<Boolean> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Boolean>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun DoubleArray.take(n: Int): List<Double> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Double>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun FloatArray.take(n: Int): List<Float> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Float>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun IntArray.take(n: Int): List<Int> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Int>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun ShortArray.take(n: Int): List<Short> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Short>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun ByteArray.take(n: Int): List<Byte> {
    if (n == 1) return listOf(this[0])
    var count = 0
    val list = ArrayList<Byte>(n)
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}
```

```kotlin
public fun <T> Array<out T>.take(n: Int): List<T> {
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun CharArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {
    if (indices.isEmpty()) return BooleanArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun DoubleArray.sliceArray(indices: IntRange): DoubleArray {
    if (indices.isEmpty()) return DoubleArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun FloatArray.sliceArray(indices: IntRange): FloatArray {
    if (indices.isEmpty()) return FloatArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun IntArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun ShortArray.sliceArray(indices: IntRange): ShortArray {
    if (indices.isEmpty()) return ShortArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun ByteArray.sliceArray(indices: IntRange): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```

```kotlin
public fun <T> Array<out T>.sliceArray(indices: IntRange): Array<out T> {
    return copyOfRange(indices.start, indices.endInclusive + 1)
}
```
List<Boolean>

`fun require(n >= 0) { \"Requested element count $n is less than zero.\" }\n` if (n == 0) return emptyList\n
`fun if (n >= size) return toList()\n  if (n == 1) return listOf(this[size - 1])\n  val list = ArrayList<Boolean>(n)\n  for (item in this) {\n    list.add(item)\n    if (++count == n) break\n  }\n  return list\n\n` Returns a list containing first [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun CharArray.take(n: Int): List<Char> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Char>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun <T> Array<out T>.takeLast(n: Int): List<T> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<T>(n)\n  for (item in this) {\n    list.add(item)\n    if (++count == n) break\n  }\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun DoubleArray.takeLast(n: Int): List<Double> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Double>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun FloatArray.takeLast(n: Int): List<Float> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Float>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun LongArray.takeLast(n: Int): List<Long> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Long>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun IntArray.takeLast(n: Int): List<Int> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  var count = 0\n  val list = ArrayList<Int>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun ShortArray.takeLast(n: Int): List<Short> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Short>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n` 

`*/
`public fun ByteArray.takeLast(n: Int): List<Byte> {\n  require(n >= 0) { \"Requested element count $n is less than zero.\" }\n  if (n == 0) return emptyList\n  if (n >= size) return toList()\n  if (n == 1) return listOf(this[0])\n  val list = ArrayList<Byte>(n)\n  for (index in size - n until size)\n    list.add(this[index])\n  return list\n\n` Returns a list containing last [n] elements.\n
`fun * @throws IllegalArgumentException if [n] is negative.\n  * @sample samples.collections.Collections.Transformations.take\n`
= ArrayList<Boolean>(n) for (index in size - n until size) list.add(this[index]) return list

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun CharArray.takeLast(n: Int):
List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * @sample * * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample * * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Array<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
in this) \( \{ \text{predicate(item)} \} \) \n break\n list.add(item)\n \} \n return list\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * @param samples\n * @sample sample\n *\n *\n *\n */
public inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {\n val list = ArrayList<Int>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n\n/**\n * Reverses elements in the array in-place.\n *\n * @sample sample\n *\n *\n */
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0)
        this[reverseIndex] = tmp
        reverseIndex--
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.\n */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}
according to natural sort order of the value returned by specified [selector] function. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
public fun <T : Comparable<T>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit { 
    if (size > 1) {
        sortWith(compareByDescending(selector))
    }
}
```

Returns a list of all elements sorted according to their natural sort order. The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

```kotlin
public inline fun <T, R : Comparable<R>> Array<out T>.sortWith(compareByDescending(selector))
```
if (isEmpty()) return this
       return this.copyOf().apply { sort() }
   }

   @<T>
   public fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun ByteArray.sortedArrayDescending(): ByteArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun ShortArray.sortedArrayDescending(): ShortArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun IntArray.sortedArrayDescending(): IntArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun LongArray.sortedArrayDescending(): LongArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun FloatArray.sortedArrayDescending(): FloatArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun CharArray.sortedArrayDescending(): CharArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortDescending() }
   }

   @<T>
   public fun <R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Character> {
      return sortedWith(compareBy(selector))
   }

   @<R>
   public fun <T : Comparable<T>> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun ByteArray.sortedArrayWith(comparator: Comparator<Byte>): ByteArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun ShortArray.sortedArrayWith(comparator: Comparator<Short>): ShortArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun IntArray.sortedArrayWith(comparator: Comparator<Int>): IntArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun LongArray.sortedArrayWith(comparator: Comparator<Long>): LongArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun FloatArray.sortedArrayWith(comparator: Comparator<Float>): FloatArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }

   @<R>
   public fun CharArray.sortedArrayWith(comparator: Comparator<Character>): CharArray {
      if (isEmpty()) return this
      return this.copyOf().apply { sortWith(comparator) }
   }
sortedWith(compareBy(selector)) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

CharArray.sortedBy(crossinline selector: (Char) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ArrayOf(out T).sortedByDescending(crossinline selector: (T) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

ShortArray.sortedByDescending(crossinline selector: (Short) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

IntArray.sortedByDescending(crossinline selector: (Int) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

LongArray.sortedByDescending(crossinline selector: (Long) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

FloatArray.sortedByDescending(crossinline selector: (Float) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.

DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?) Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
DoubleArray.sortedDescending(): List<Double> { in return copyOf().apply { sort() }.reversed() } Returns a list of all elements sorted descending according to their natural sort order.

CharArray.sortedDescending(): List<Char> { in return copyOf().apply { sort() }.reversed() } Returns a list of all elements sorted according to the specified [comparator].

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

Array.sortedWith(comparator: Comparator<in T>): List<T> { in return sortedArrayWith(comparator).asList() } Returns a list of all elements sorted according to the specified [comparator].

ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> { in return toTypedArray().apply { sortWith(comparator) }.asList() } Returns a list of all elements sorted according to the specified [comparator].

ByteArray.asList(): List<Byte> Returns a [List] that wraps the original array.

ShortArray.asList(): List<Short> Returns a [List] that wraps the original array.

IntArray.asList(): List<Int> Returns a [List] that wraps the original array.

LongArray.asList(): List<Long> Returns a [List] that wraps the original array.

FloatArray.asList(): List<Float> Returns a [List] that wraps the original array.

DoubleArray.asList(): List<Double> Returns a [List] that wraps the original array.

CharArray.asList(): List<Char> Returns a [List] that wraps the original array.

BooleanArray.asList(): List<Boolean> Returns a [List] that wraps the original array.

CharArray.contentDeepToString(): String Returns a string representation of the contents of this array as if it is a [List].

String.valueOf(*null) Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.

If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function.

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `null` is equal to itself and is not equal to any non-null reference.

currency.contentDeepEquals(other: Currency): Boolean Returns a hash code based on the contents of this array as if it is [List].

Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function.

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `null` is equal to itself and is not equal to any non-null reference.

currency.contentDeepHashCode(): Int Returns a hash code based on the contents of this array as if it is [List].

Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function.

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `null` is equal to itself and is not equal to any non-null reference.

currency.contentDeepToString(): String Returns a string representation of the contents of this array as if it is a [List].

Nested arrays are treated as lists too.

If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function.

For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`. `null` is equal to itself and is not equal to any non-null reference.
function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun `<T> Array<out T>.contentEquals(other: Array<out T>): Boolean

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun ByteArray.contentEquals(other: ByteArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun ShortArray.contentEquals(other: ShortArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun IntArray.contentEquals(other: IntArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun LongArray.contentEquals(other: LongArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun FloatArray.contentEquals(other: FloatArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect infix fun DoubleArray.contentEquals(other: DoubleArray):

* Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun IntArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun ByteArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun ShortArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun IntArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun LongArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun FloatArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* `@SinceKotlin("1.1")` public expect fun DoubleArray.contentHashCode(): Int

* Returns a hash code based on the contents of this array as if it is [List].

* The elements are compared for equality with the [equals][Any.equals] function.

* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
CharArray.contentHashCode(): Int\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun <T> Array<out T>.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun ByteArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samplescollections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun ShortArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun IntArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun LongArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun FloatArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun DoubleArray.contentToString(): String\n
/**
 * Returns a string representation of the contents of the specified array as if it is 
[\texttt{List}]\n * @sample samples.collections.Arrays.ContentOperations.contentToString\n*/
@SinceKotlin("1.1")
public expect fun BooleanArray.contentToString(): String\n
/**
 * Copies this array or its subrange into the \texttt{destination} array and returns that array.
 * 
 * It's allowed to pass the same array in the \texttt{destination} and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the \texttt{destination} array to copy to, 0 by default.\n * @param start Index the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or \texttt{IllegalArgumentException} when \texttt{startIndex} or \texttt{endIndex} is out of range of this array indices or when \texttt{startIndex} > \texttt{endIndex}.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \texttt{destination} array starting at the specified \texttt{destinationOffset}, or when that index is out of the \texttt{destination} array indices range.\n * @return the \texttt{destination} array.\n*/
@SinceKotlin("1.3")
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>\n
/**
 * Copies this array or its subrange into the \texttt{destination} array and returns that array.
 * 
 * It's allowed to pass the same array in the \texttt{destination} and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the \texttt{destination} array to copy to, 0 by default.\n * @param start Index the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @param start Index the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * @throws IndexOutOfBoundsException or \texttt{IllegalArgumentException} when \texttt{startIndex} or \texttt{endIndex} is out of range of this array indices or when \texttt{startIndex} > \texttt{endIndex}.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the \texttt{destination} array starting at the specified \texttt{destinationOffset}, or when that index is out of the \texttt{destination} array indices range.\n * @return the \texttt{destination} array.\n*/
@SinceKotlin("1.3")
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(): Array<T>

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ByteArray.copyOf(): ByteArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun ShortArray.copyOf(): ShortArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun IntArray.copyOf(): IntArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun LongArray.copyOf(): LongArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun FloatArray.copyOf(): FloatArray

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
public expect fun DoubleArray.copyOf(): DoubleArray

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @param newSize: Int): ByteArray
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
public expect fun ByteArray.copyOf(newSize: Int): ByteArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with true values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with true values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with 'false' values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with 'false' values.

@sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

/**
 * Returns new array which is a copy of the specified range of the original array.
 * This requires the range to be contained within the bounds of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in [0..array.size]
 * @param toIndex the end of the range (exclusive), must be in [fromIndex..array.size]
 */
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

/**
 * Returns new array which is a copy of the specified range of the original array.
 * This requires the range to be contained within the bounds of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in [0..array.size]
 * @param toIndex the end of the range (exclusive), must be in [fromIndex..array.size]
 */
public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>
@param fromIndex the start of the range (inclusive), must be in `0..<array.size`
@param toIndex the end of the range (exclusive), must be in `0..<array.size`

IntArrayOfRange(fromIndex: Int, toIndex: Int): IntArray

IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray

DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit
default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentExcep...dition of the range (inclusive), size of this array by default.

@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.

@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
public val CharArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val <T> Array<out T>.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val ByteArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val ShortArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val IntArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val LongArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val FloatArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val DoubleArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val BooleanArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if the array is empty.
 */
@SinceKotlin("1.3")
public val CharArray.isNotEmpty(): Boolean {
    return !isEmpty()
}

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fun ShortArray.isNotEmpty(): Boolean { return !isEmpty() } /* Returns `true` if the array is not empty. */

fun IntArray.isNotEmpty(): Boolean { return !isEmpty() } /* Returns `true` if the array is not empty. */

fun LongArray.isNotEmpty(): Boolean { return !isEmpty() } /* Returns `true` if the array is not empty. */

fun DoubleArray.isNotEmpty(): Boolean { return !isEmpty() } /* Returns `true` if the array is not empty. */

fun CharArray.isNotEmpty(): Boolean { return !isEmpty() } /* Returns `true` if the array is not empty. */

fun ByteArray.lastIndex: Int
    get() = size - 1

fun ShortArray.lastIndex: Int
    get() = size - 1

fun IntArray.lastIndex: Int
    get() = size - 1

fun LongArray.lastIndex: Int
    get() = size - 1

fun FloatArray.lastIndex: Int
    get() = size - 1

fun DoubleArray.lastIndex: Int
    get() = size - 1

fun BooleanArray.lastIndex: Int
    get() = size - 1

fun CharArray.lastIndex: Int
    get() = size - 1

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ByteArray.plus(element: Byte): ByteArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun ShortArray.plus(element: Short): ShortArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun IntArray.plus(element: Int): IntArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun LongArray.plus(element: Long): LongArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun FloatArray.plus(element: Float): FloatArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun DoubleArray.plus(element: Double): DoubleArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun CharArray.plus(element: Char): CharArray

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<T>.plus(element: T): Collection<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Byte>.plus(element: Byte): Collection<Byte>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Int>.plus(element: Int): Collection<Int>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Long>.plus(element: Long): Collection<Long>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Double>.plus(element: Double): Collection<Double>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Boolean>.plus(element: Boolean): Collection<Boolean>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Char>.plus(element: Char): Collection<Char>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<T>.plus(elements: Collection<T>): Collection<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Byte>.plus(elements: Collection<Byte>): Collection<Byte>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Int>.plus(elements: Collection<Int>): Collection<Int>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Long>.plus(elements: Collection<Long>): Collection<Long>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Double>.plus(elements: Collection<Double>): Collection<Double>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Boolean>.plus(elements: Collection<Boolean>): Collection<Boolean>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun Collection<Char>.plus(elements: Collection<Char>): Collection<Char>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<T>>.plus(elements: Collection<Collection<T>>): Collection<Collection<T>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Byte>>.plus(elements: Collection<Collection<Byte>>): Collection<Collection<Byte>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Int>>.plus(elements: Collection<Collection<Int>>): Collection<Collection<Int>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Long>>.plus(elements: Collection<Collection<Long>>): Collection<Collection<Long>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Double>>.plus(elements: Collection<Collection<Double>>): Collection<Collection<Double>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Boolean>>.plus(elements: Collection<Collection<Boolean>>): Collection<Collection<Boolean>>

@Suppress("NO_ACTUAL_FOR.Expect")
public expect operator fun Collection<Collection<Char>>.plus(elements: Collection<Collection<Char>>): Collection<Collection<Char>>
DoubleArray.plus(elements: Collection<Double>): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(elements: Array<T>): Array<T>

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun IntArray.plus(elements: IntArray): IntArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun LongArray.plus(elements: LongArray): LongArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ByteArray.plus(elements: ByteArray): ByteArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun ShortArray.plus(elements: ShortArray): ShortArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun FloatArray.plus(elements: FloatArray): FloatArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect operator fun CharArray.plus(elements: CharArray): CharArray

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] array.
 */
public expect function Array<out T>.plusElement(element: T): Array<T>

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun IntArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun LongArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ByteArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun ShortArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun DoubleArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun FloatArray.sort(): Unit

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public expect fun CharArray.sort(): Unit

/**
 * Sorts the array in-place according to the natural order of its elements.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public expect fun <T : Comparable<T>> Array<out T>.sortWith(comparator: Comparator<in T>): Unit

/**
 * Returns an array of Boolean containing all of the elements of this generic array.
 */
public fun Array<out Boolean>.toArrayOfComparable(): BooleanArray

/**
 * Returns an array of Byte containing all of the elements of this generic array.
 */
public fun Array<out Byte>.toByteArray(): ByteArray

/**
 * Returns an array of Char containing all of the elements of this generic array.
 */
public fun Array<out Char>.toCharArray(): CharArray

/**
 * Returns an array of Double containing all of the elements of this generic array.
 */
public fun Array<out Double>.toDoubleArray(): DoubleArray

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Returns an array of Float containing all of the elements of this generic array.

```kotlin
public fun Array<out Float>.toFloatArray(): FloatArray {
    return FloatArray(size) { index -> this[index] }
}
```

Returns an array of Int containing all of the elements of this generic array.

```kotlin
public fun Array<out Int>.toIntArray(): IntArray {
    return IntArray(size) { index -> this[index] }
}
```

Returns an array of Long containing all of the elements of this generic array.

```kotlin
public fun Array<out Long>.toLongArray(): LongArray {
    return LongArray(size) { index -> this[index] }
}
```

Returns an array of Short containing all of the elements of this generic array.

```kotlin
public expect fun Array<out Short>.toShortArray(): ShortArray {
    return ShortArray(size) { index -> this[index] }
}
```

Returns an array of Double containing all of the elements of this primitive array.

```kotlin
public expect fun DoubleArray.toTypedArray(): Array<Double> {
    return DoubleArray(size) { index -> this[index] }
}
```

Returns an array of Long containing all of the elements of this primitive array.

```kotlin
public expect fun LongArray.toTypedArray(): Array<Long> {
    return LongArray(size) { index -> this[index] }
}
```

Returns an array of Float containing all of the elements of this primitive array.

```kotlin
public expect fun FloatArray.toTypedArray(): Array<Float> {
    return FloatArray(size) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```

Returns a Map containing key-value pairs provided by [transform] function applied to elements of the given array.

```kotlin
public inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform) { index -> this[index] }
}
```
mapCapacity(size).coerceAtLeast(16))
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform))
} * Returns a [Map] containing key-value pairs provided by [transform] function
* applied to elements of the given array.
} * If any of two pairs would have the same key the last one gets added to the
map.
} * * * Returns the entry iteration order of the original array.
} * * * Returns a [Map] containing key-value pairs provided by [transform] function
* applied to elements of the given array.
} * * * Returns a [Map] containing key-value pairs provided by [transform] function
* applied to elements of the given array.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
} * * * Returns a [Map] containing the elements from the given array indexed by the key
* returned from [keySelector] function applied to each element.
Float>(capacity), keySelector)\n|\n|\n
/**
 * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n|\n
/**
 * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)\n|\n
/**
 * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n|\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n|\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n|\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n|\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n|\n
/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n */\n\npublic inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n    \n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n|\n
//
inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V>
{ val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V>
{ val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, V>
{ val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K): Map<K, V>
{ val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M
{ for (element in this) {
    destination.put(keySelector(element), element)
} return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M
{ for (element in this) {
    destination.put(keySelector(element), element)
} return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M
{ for (element in this) {
    destination.put(keySelector(element), element)
} return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M
{ for (element in this) {
    destination.put(keySelector(element), element)
} return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M
{ for (element in this) {
    destination.put(keySelector(element), element)
} return destination
}
map with key-value pairs,

where key is provided by the [keySelector] function and

value is provided by the [valueTransform] function applied to elements of the given array.

If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

*public inline fun <K, V, M : MutableMap<K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}

*public inline fun <T, K, V, M : MutableMap<K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

*public inline fun <K, V, M : MutableMap<K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public fun <T, C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Appends all elements to the given [destination] collection.
 */
public fun <C :MutableCollection<in Char>> CharArray.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Array<out T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ByteArray.toHashSet(): HashSet<Byte> {
    return toCollection(HashSet<Byte>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun ShortArray.toHashSet(): HashSet<Short> {
    return toCollection(HashSet<Short>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun IntArray.toHashSet(): HashSet<Int> {
    return toCollection(HashSet<Int>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun LongArray.toHashSet(): HashSet<Long> {
    return toCollection(HashSet<Long>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun FloatArray.toHashSet(): HashSet<Float> {
    return toCollection(HashSet<Float>(mapCapacity(size))){}
}

/**
 * Returns a [HashSet] of all elements.
 */
public fun DoubleArray.toHashSet(): HashSet<Double> {
    return toCollection(HashSet<Double>(mapCapacity(size))){}
}

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fun BooleanArray.toHashSet(): HashSet<Boolean> {
    return toCollection(HashSet<Boolean>(mapCapacity(size)))
}

public fun <T> Array<T>.toList(): List<T> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun ByteArray.toList(): List<Byte> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun ShortArray.toList(): List<Short> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun IntArray.toList(): List<Int> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun FloatArray.toList(): List<Float> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun DoubleArray.toList(): List<Double> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun BooleanArray.toList(): List<Boolean> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun CharArray.toList(): List<Char> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}

fun <T> Array<out T>.toSet(): Set<T> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))
    }
}

fun ByteArray.toSet(): Set<Byte> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))
    }
}

fun ShortArray.toSet(): Set<Short> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

fun IntArray.toSet(): Set<Int> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

fun LongArray.toSet(): Set<Long> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

fun FloatArray.toSet(): Set<Float> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

fun DoubleArray.toSet(): Set<Double> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

fun BooleanArray.toSet(): Set<Boolean> {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}
toCollection(LinkedHashSet<Short>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))
    }
}

/**
 * Returns a [Set] of all elements.
 * 
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet():
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))
    }
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
 */
public fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

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ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {
    val list = transform(element)
    return destination.addAll(list)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
    val list = transform(element)
    destination.addAll(list)
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function, and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Array<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function, and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
    return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function, and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
    return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function, and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}
samples.collections.Collections.Transformations.groupBy

`public inline fun <K>
IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {`  
`    return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)`
`}

`/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

`/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {
    return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)
}

`/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {
    return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)
}

`/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {
    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
}

`/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}

`/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

`/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

`/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated with a list of corresponding values.
 * 
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
samples.collections.Collections.Transformations.groupByKeysAndValues

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>>

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>>

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>>

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>>

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>>

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>>

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * and puts to the [destination] map each group key associated with a list of corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 */

public inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>

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fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Short>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Int>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Long>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Float>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Double>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K, M : MutableMap<in K, MutableList<String>>> StringArray.groupByTo(destination: M, keySelector: (String) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<String>() }
        list.add(element)
    }
    return destination
}
samples.collections.Collections.Transformations.groupBy
*/
@sample inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this)
        val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<Char>() }
    list.add(element)
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    return destination
}/**
@sample inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this)
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    return destination
}/*/
[destination] map each group key associated with a list of corresponding values.

```kotlin
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and puts to the [destination] map each group key associated with a list of corresponding values.

 * @return The [destination] map.

 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array * by the key returned by the given [keySelector] function applied to the element * and puts to the [destination] map each group key associated with a list of corresponding values.

 * @return The [destination] map.

 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations * using the specified [keySelector] function to extract a key from each element.

 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying
 * the given [transform] function to each element in the original array.

 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```
samples.collections.Collections.Transformations.map

```kotlin
open inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each array element in parallel, using the maximum parallelism level.
 */
public inline fun <T : Collection<out Any>> Array<out T>.parallelMap(transform: (T) -> Any): List<Any> {
    return parallelMapTo(ArrayList<Any>(), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```
CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C

return destination.add(transform(index++, item))

* Applies the given [transform] function to each element of the original array

* and appends only the non-null results to the given [destination].

*public inline fun <T, R : Any> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): List<R>

* return mapNotNullTo(ArrayList<R>(), transform) { transform(it) }  

* Applies the given [transform] function to each element of the original array

* and appends only the non-null results to the given [destination].

*public inline fun <T, R : MutableCollection<in R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C

* forEach { element -> transform(element) }  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> ByteArray.mapTo(destination: C, transform: (Byte) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C

* for (item in this)  

* destination.add(transform(item))  

* Applies the given [transform] function to each element of the original array

* and appends the results to the given [destination].

*public inline fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>>

* withIndex() { iterator() }  

* Returns a lazy [Iterable] that wraps each element of the original array

* into an [IndexedValue] containing the index of that element and the element itself.

*public inline fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>>

* withIndex() { iterator() }  

* Returns a lazy [Iterable] that wraps each element of the original array

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*public inline fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>>

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*public inline fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>>

* withIndex() { iterator() }  

* Returns a lazy [Iterable] that wraps each element of the original array

* into an [IndexedValue] containing the index of that element and the element itself.
fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() } // Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself
 */
}

fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() } // Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself
 */
}

fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() } // Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself
 */
}

fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() } // Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself
 */
}

fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() } // Returns a lazy [Iterable] that wraps each element of the original array
* into an [IndexedValue] containing the index of that element and the element itself
 */
}

fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList() // Returns a list containing only distinct elements from the given array.
* } // The elements in the resulting list are in the same order as they were in the source array.

fun ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun ShortArray.distinctBy(selector: (Short) -> K): List<Short> {
    val set = HashSet<K>()
    val list = ArrayList<Short>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun IntArray.distinctBy(selector: (Int) -> K): List<Int> {
    val set = HashSet<K>()
    val list = ArrayList<Int>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun LongArray.distinctBy(selector: (Long) -> K): List<Long> {
    val set = HashSet<K>()
    val list = ArrayList<Long>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun FloatArray.distinctBy(selector: (Float) -> K): List<Float> {
    val set = HashSet<K>()
    val list = ArrayList<Float>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {
    val set = HashSet<K>()
    val list = ArrayList<Double>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {
    val set = HashSet<K>()
    val list = ArrayList<Boolean>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

fun CharArray.distinctBy(selector: (Char) -> K): List<Char> {
    val set = HashSet<K>()
    val list = ArrayList<Char>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
order of the original array.

To get a set containing all elements that are contained at least in one of these collections use [union].

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To get a set containing all elements that are contained at least in one of these collections use [union].
The returned set preserves the element iteration order of the original array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = LinkedHashSet<Int>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = LinkedHashSet<Long>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = LinkedHashSet<Char>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = LinkedHashSet<Boolean>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = LinkedHashSet<Double>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = LinkedHashSet<Float>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = LinkedHashSet<Int>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = LinkedHashSet<Long>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = LinkedHashSet<Char>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = LinkedHashSet<Boolean>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = LinkedHashSet<Double>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = LinkedHashSet<Float>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = LinkedHashSet<Int>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = LinkedHashSet<Long>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = LinkedHashSet<Char>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = LinkedHashSet<Boolean>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = LinkedHashSet<Double>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = LinkedHashSet<Float>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = LinkedHashSet<Byte>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = LinkedHashSet<Short>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = LinkedHashSet<Int>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = LinkedHashSet<Long>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.

```kotlin
CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = LinkedHashSet<Char>(mapCapacity(size))
    for (item in this) set.add(item)
    return set
}
```

Returns a mutable set containing all distinct elements from the given array.
preserves the element iteration order of the original array.

Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].

Returns a set containing all distinct elements from both collections. The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection.

To get a set containing all elements that are contained in both collections use [intersect].

*public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {

    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

*public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {

    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

*public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {

    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

*public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {

    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

*public infix fun ByteArray.union(other: Iterable<Byte>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun ShortArray.union(other: Iterable<Short>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun IntArray.union(other: Iterable<Int>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun LongArray.union(other: Iterable<Long>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun FloatArray.union(other: Iterable<Float>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun DoubleArray.union(other: Iterable<Double>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun BooleanArray.union(other: Iterable<Boolean>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}

*public infix fun CharArray.union(other: Iterable<Char>): Boolean {

    return (this.isEmpty() || other.isEmpty())
}
isEmpty(): Returns `true` if array has at least one element.

any(): Returns `true` if at least one element matches the given [predicate].

count(): Returns the number of elements in this array.

 tires the number of elements in this array.

 returns the number of elements in this array.

 returns the number of elements in this array.

 returns the number of elements in this array.

 returns the number of elements in this array.

 returns the number of elements in this array.

 returns the number of elements in this array.
inline fun DoubleArray.count(): Int { return size
} // Returns the number of elements in this array.

inline fun BooleanArray.count(): Int { return size
} // Returns the number of elements in this array.

inline fun CharArray.count(): Int { return size
} // Returns the number of elements in this array.

public inline fun <T> Array<T>.count(predicate: (T) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> ByteArray.count(predicate: (Byte) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> IntArray.count(predicate: (Int) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> LongArray.count(predicate: (Long) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> ShortArray.count(predicate: (Short) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> FloatArray.count(predicate: (Float) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> DoubleArray.count(predicate: (Double) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> BooleanArray.count(predicate: (Boolean) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> CharArray.count(predicate: (Char) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> ByteArray.count(predicate: (Byte) -> Boolean): Int { var count = 0
for (element in this) if (predicate(element)) ++count
return count
} // Returns the number of elements matching the given [predicate].

public inline fun <T> Array<T>.fold(initial: R, operation: (acc: R, T) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> Array<T>.fold(initial: R, operation: (acc: R, T) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R { var accumulator = initial
for (element in this) accumulator = operation(accumulator, element)
return accumulator
} // Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: Boolean) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: Double) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: Float) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: Int) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: Long) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: Short) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 * @param [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: Byte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
public inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
for (element in this) action(element) \n
```kotlin
for (element in this) action(element)
```

Performs the given [action] on each element.

```kotlin
fun IntArray.forEach(action: (Int) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun IntArray.forEach(action: (Int) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun BooleanArray.forEach(action: (Boolean) -> Unit) { Unit \n  for (element in this) action(element)
}
```

Public inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit

Performs the given [action] on each element.

```kotlin
fun DoubleArray.forEach(entity: (Double) -> Unit) { Unit \n  for (element in this) action(element)
}
```

Public inline fun DoubleArray.forEachIndexed(entity: (Index, Double) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun LongArray.forEachIndexed(action: (Index, Long) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun LongArray.forEachIndexed(action: (Index, Long) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun IntArray.forEachIndexed(action: (Index, Int) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun IntArray.forEachIndexed(action: (Index, Int) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun CharArray.forEachIndexed(action: (Index, Char) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun CharArray.forEachIndexed(action: (Index, Char) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun Array<out T>.forEachIndexed(action: (Index, T) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun <T> Array<out T>.forEachIndexed(action: (Index, T) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun LongArray.forEachIndexed(action: (Index, Long) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun LongArray.forEachIndexed(action: (Index, Long) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun CharArray.forEachIndexed(action: (Index, Char) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun CharArray.forEachIndexed(action: (Index, Char) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun LongArray.forEachIndexed(action: (Index, Long) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun LongArray.forEachIndexed(action: (Index, Long) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun CharArray.forEachIndexed(action: (Index, Char) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun CharArray.forEachIndexed(action: (Index, Char) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun FloatArray.forEachIndexed(action: (Index, Float) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ShortArray.forEachIndexed(action: (Index, Short) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun LongArray.forEachIndexed(action: (Index, Long) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun LongArray.forEachIndexed(action: (Index, Long) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun DoubleArray.forEachIndexed(action: (Index, Double) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun ByteArray.forEachIndexed(action: (Index, Byte) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.

```kotlin
fun CharArray.forEachIndexed(action: (Index, Char) -> Unit) { Unit \n  var index = 0
  for (item in this) action(index++, item)
}
```

Public inline fun CharArray.forEachIndexed(action: (Index, Char) -> Unit): Unit

Performs the given [action] on each element, providing sequential index with the element.
(e.isNaN()) return e
    if (max < e) max = e
} return max

/**
 * Returns the largest element or 'null' if there are no elements.
 */
public fun <T : Comparable<T>> Array<T>.max(): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.max(): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.max(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <T, R : Comparable<R>> Array<T>.maxBy(selector: (T) -> R): T? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 */
public inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
LongArray.maxBy(selector: (Long) -> R): Long? { if (isEmpty()) return null
val maxElem = this[0] if (lastIndex == 0) return maxElem
var maxIndex = 0
for (i in 1..lastIndex) { if (this[i] > maxElem) maxIndex = i
}
return maxIndex
} * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.

samples.collections.Collections.Aggregates.maxBy
/
unpublished inline fun <R : Comparable<R>>
FloatArray.maxBy(selector: (Float) -> R): Float? { if (isEmpty()) return null
val maxElem = this[0] if (lastIndex == 0) return maxElem
var maxIndex = 0
for (i in 1..lastIndex) { if (this[i] > maxElem) maxIndex = i
}
return maxIndex
} * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.

samples.collections.Collections.Aggregates.maxBy
/
unpublished inline fun <R : Comparable<R>>
DoubleArray.maxBy(selector: (Double) -> R): Double? { if (isEmpty()) return null
val maxElem = this[0] if (lastIndex == 0) return maxElem
var maxIndex = 0
for (i in 1..lastIndex) { if (this[i] > maxElem) maxIndex = i
}
return maxIndex
} * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.

samples.collections.Collections.Aggregates.maxBy
/
unpublished inline fun <R : Comparable<R>>
BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? { if (isEmpty()) return null
val maxElem = this[0] if (lastIndex == 0) return maxElem
var maxIndex = 0
for (i in 1..lastIndex) { if (this[i] > maxElem) maxIndex = i
}
return maxIndex
} * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.

samples.collections.Collections.Aggregates.maxBy
/
unpublished inline fun <R : Comparable<R>>
CharArray.maxBy(selector: (Char) -> R): Char? { if (isEmpty()) return null
val maxElem = this[0] if (lastIndex == 0) return maxElem
var maxIndex = 0
for (i in 1..lastIndex) { if (this[i] > maxElem) maxIndex = i
}
return maxIndex
} * Returns the first element yielding the largest value of the given function or ‘null’ if there are no elements.

samples.collections.Collections.Aggregates.maxBy
/
unpublished inline fun <T>
T>.maxWith(comparator: Comparator<in T>): T? { if (isEmpty()) return null
val max = this[0] if (lastIndex == 0) return max
for (i in 1..lastIndex) { if (this[i] > max) max = this[i]
}
return max
} * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.

ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? { if (isEmpty()) return null
val max = this[0] if (lastIndex == 0) return max
for (i in 1..lastIndex) { if (this[i] > max) max = this[i]
}
return max
} * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.

ShortArray.maxWith(comparator: Comparator<in Short>): Short? { if (isEmpty()) return null
val max = this[0] if (lastIndex == 0) return max
for (i in 1..lastIndex) { if (this[i] > max) max = this[i]
}
return max
} * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.

LongArray.maxWith(comparator: Comparator<in Long>): Long? { if (isEmpty()) return null
val max = this[0] if (lastIndex == 0) return max
for (i in 1..lastIndex) { if (this[i] > max) max = this[i]
}
return max
} * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
(comparator.compare(max, e) < 0) max = e
  
  return max
} }n
/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {  
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (comparator.compare(min, e) < 0) min = e
  }
  return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.min(): Byte? {

  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.min(): Int? {

  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.min(): Short? {

  var min = this[0]
  for (i in 1..lastIndex) {
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (comparator.compare(min, e) < 0) min = e
  }
  return min
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {  
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {  
  if (isEmpty()) return null
  var max = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (comparator.compare(max, e) < 0) max = e
  }
  return max
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun DoubleArray.minBy(selector: (Double) -> Double): Double? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun IntArray.minBy(selector: (Int) -> Int): Int? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun ShortArray.minBy(selector: (Short) -> Short): Short? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun CharArray.minBy(selector: (Char) -> Char): Char? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (min > e) min = e
  }
  return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun BooleanArray.minBy(selector: (Boolean) -> Boolean): Boolean? {  
  if (isEmpty()) return null
  var min = this[0]
  for (i in 1..lastIndex) {  
    val e = this[i]
    if (min > e) min = e
  }
  return min
}
ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    ByteArray.minBy(selector: (Byte) -> R): Byte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    IntArray.minBy(selector: (Int) -> R): Int? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    LongArray.minBy(selector: (Long) -> R): Long? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    FloatArray.minBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    DoubleArray.minBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <R : Comparable<R>>
    CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

ByteArray.minBy(<T>: Comparator<in T>): ByteArray? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <T>: Comparator<in T>): ByteArray? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
1..lastIndex) {
    val e = this[i]
    if (comparator.compare(min, e) > 0) min = e
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
samples.collections.Collections.Aggregates.noneWithPredicate\n */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

```kotlin
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
UnsupportedOperationException("Empty array can't be reduced.")
} var accumulator = this[0]
for (index in 1..lastIndex) {
accumulator = operation(index, accumulator, this[index])
} return accumulator

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the next accumulator value.

* @public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the next accumulator value.

* @public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the next accumulator value.

* @public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with the first element and applying [operation] from left to right
* to current accumulator value and each element with its index in the original array.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself and calculates the next accumulator value.

* @public inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

* Accumulates value starting with last element and applying [operation] from right to left
* to each element and current accumulator value.

* @public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

* Accumulates value starting with last element and applying [operation] from right to left
* to each element and current accumulator value.

* @public inline fun ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

* Accumulates value starting with last element and applying [operation] from right to left
* to each element and current accumulator value.

* @public inline fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

* Accumulates value starting with last element and applying [operation] from right to left
* to each element and current accumulator value.

* @public inline fun IntArray.reduceRight(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
inline fun LongArray.reduceRight(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRight(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun LongArray.reduceRightIndexed(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun FloatArray.reduceRightIndexed(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun CharArray.reduceRightIndexed(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 */
public inline fun IntArray.reduceRightIndexed(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```kotlin
get(index), accumulator)\n  --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// LongArray.reduceRightIndexed\noperation: (index: Int, Long, acc: Long) -> Long): Long {\n  var index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// FloatArray.reduceRightIndexed\noperation: (index: Int, Float, acc: Float) -> Float): Float {\n  var index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// DoubleArray.reduceRightIndexed\noperation: (index: Int, Double, acc: Double) -> Double): Double {\n  var index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// BooleanArray.reduceRightIndexed\noperation: (index: Int, Boolean, acc: Boolean) -> Boolean {\n  var index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// CharArray.reduceRightIndexed\noperation: (index: Int, Char, acc: Char) -> Char {\n  var index = lastIndex\n  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n  var accumulator = get(index--)\n  while (index >= 0) {\n    accumulator = operation(index, get(index), accumulator)\n    --index\n  }\n  return accumulator\n} n\n/**\n * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.\n *@param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n
// Array.sumBy\nselector: (T) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n} n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n
// ByteArray.sumBy\nselector: (Byte) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n} n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n
// ShortArray.sumBy\nselector: (Short) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n} n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n
// IntArray.sumBy\nselector: (Int) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n} n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n
// LongArray.sumBy\nselector: (Long) -> Int): Int {\n  var sum: Int = 0\n  for (element in this) {\n    sum += selector(element)\n  }\n  return sum\n} n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n```

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the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */
public inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentError] if there are any `null` elements.\n */
public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}
* The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * 
 * @sample samples.collections.Iterables.Operations.zipIterable
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists,
 * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * *\n */
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. \n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}\n
/*
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * @sample samples.collections.Operations.zipIterable
 */

public infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {\n    return zip(other) { t1, t2 -> t1 to t2 }\n}
of `this` array and the [other] array with the same index
using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
@sample samples.collections.Operations.zipIterableWithTransform

FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index
using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
@sample samples.collections.Operations.zipIterableWithTransform

DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index
using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
@sample samples.collections.Operations.zipIterableWithTransform

BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index
using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
@sample samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

Returns a list of values built from the elements of `this` array and the [other] array with the same index
using the provided [transform] function applied to each pair of elements.
The returned list has length of the shortest collection.

```kotlin
@sample samples.collections.Operations.zipIterableWithTransform

Infix fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

```kotlin
@sample samples.collections.Operations.zipIterable

Infix fun <R> ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

```kotlin
@sample samples.collections.Operations.zipIterable

Infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

```kotlin
@sample samples.collections.Operations.zipIterable

Infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

```kotlin
@sample samples.collections.Operations.zipIterable

Infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

```kotlin
@sample samples.collections.Operations.zipIterable

Infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
built from the elements of `this` collection and [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterable

public infix fun <R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterable

public infix fun <R> CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R> Array<out T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R, V> ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R, V> FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform

public inline fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

* Returns a list of values built from the elements of `this` array and the [other] collection with the same index
* using the provided [transform] function applied to each pair of elements.
* The returned list has length of the shortest collection.
* @sample samples.collections.Iterations.Operations.zipIterableWithTransform
fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayListV(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val arraySize = size
    val list = ArrayListV(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
public inline fun <R, V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val arraySize = size
    val list = ArrayListV(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
other.size)
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <T> @sample
    samples.collections.Iterables.Operations.zipIterableWithTransform
    * /unpublic inline fun <V>
    ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
     val list = ArrayList<V>(size)
     for (i in 0 until size) {
         list.add(transform(this[i], other[i]))
     }
     return list
}
public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "...") { if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "...") { if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "...") { if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "...") { if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

public fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "...") { if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}
CharSequence = "\"", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(transform(element))
    else
        buffer.append(transform(element))
    } return buffer
}

/**
 * Appends the string from all the elements separated using [separator] on return.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T> Array<out CharSequence>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(transform(element))
    else
        buffer.append(transform(element))
    } return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. * 
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * 
 * @sample samples.collections.Collections.Tr.......
CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asIterable(): Iterable<T> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() |\n    }\n    Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun <T> Array<out T>.asSequence(): Sequence<T> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ByteArray.asSequence(): Sequence<Byte> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun ShortArray.asSequence(): Sequence<Short> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun IntArray.asSequence(): Sequence<Int> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun LongArray.asSequence(): Sequence<Long> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun FloatArray.asSequence(): Sequence<Float> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun DoubleArray.asSequence(): Sequence<Double> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
 */
public fun BooleanArray.asSequence(): Sequence<Boolean> {
    if (isEmpty()) return emptySequence()
    return Sequence { this.iterator() |\n    }\n    Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.
}
fun CharArray.asSequence(): Sequence<Char> {
    if (isEmpty()) return emptySequence()
    return this.iterator().asSequence()
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

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```
return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun LongRange.random(random: Random): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun
```
ClosedRange<Long>.contains(value: Byte): Boolean { return contains(value.toLong()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Short>.contains(value: Byte): Boolean { return contains(value.toShort()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Byte): Boolean { return contains(value.toByte()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Float>.contains(value: Byte): Boolean { return contains(value.toFloat()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Double>.contains(value: Byte): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Long>.contains(value: Byte): Boolean { return contains(value.toLong()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Short>.contains(value: Byte): Boolean { return contains(value.toShort()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Byte): Boolean { return contains(value.toByte()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Float>.contains(value: Byte): Boolean { return contains(value.toFloat()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Double>.contains(value: Byte): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Long>.contains(value: Short): Boolean { return contains(value.toLong()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Short>.contains(value: Short): Boolean { return contains(value.toShort()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Short): Boolean { return contains(value.toByte()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Float>.contains(value: Short): Boolean { return contains(value.toFloat()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Double>.contains(value: Short): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Long>.contains(value: Float): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Short>.contains(value: Float): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Float): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Float>.contains(value: Float): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Double>.contains(value: Float): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Long>.contains(value: Double): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Short>.contains(value: Double): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Double): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Float>.contains(value: Double): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.
range.

ClosedRange<Long>.contains(value: Int): Boolean

    return contains(value.toLong())

    * Checks if the specified [value] belongs to this range.

/* */

    @kotlin.jvm.JvmName("longRangeContains")

    public operator fun

    ClosedRange<Long>.contains(value: Int): Boolean {

        return contains(value.toLong())

        * (if (it != null) contains(it) else false)

        * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("byteRangeContains")

        public operator fun

        ClosedRange<Byte>.contains(value: Int): Boolean {

            return value.toByteExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("shortRangeContains")

        public operator fun

        ClosedRange<Short>.contains(value: Int): Boolean {

            return value.toShortExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("doubleRangeContains")

        public operator fun

        ClosedRange<Double>.contains(value: Int): Boolean {

            return contains(value.toDouble())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("floatRangeContains")

        public operator fun

        ClosedRange<Float>.contains(value: Int): Boolean {

            return contains(value.toFloat())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("intRangeContains")

        public operator fun

        ClosedRange<Int>.contains(value: Long): Boolean {

            return value.toIntExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("longRangeContains")

        public operator fun

        ClosedRange<Long>.contains(value: Short): Boolean {

            return contains(value.toLong())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("byteRangeContains")

        public operator fun

        ClosedRange<Byte>.contains(value: Short): Boolean {

            return value.toByteExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("shortRangeContains")

        public operator fun

        ClosedRange<Short>.contains(value: Short): Boolean {

            return value.toShortExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("doubleRangeContains")

        public operator fun

        ClosedRange<Double>.contains(value: Short): Boolean {

            return contains(value.toDouble())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("floatRangeContains")

        public operator fun

        ClosedRange<Float>.contains(value: Short): Boolean {

            return contains(value.toFloat())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("intRangeContains")

        public operator fun

        ClosedRange<Int>.contains(value: Short): Boolean {

            return contains(value.toInt())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("longRangeContains")

        public operator fun

        ClosedRange<Long>.contains(value: Short): Boolean {

            return contains(value.toLong())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("byteRangeContains")

        public operator fun

        ClosedRange<Byte>.contains(value: Short): Boolean {

            return value.toByteExactOrNull().let { if (it != null) contains(it) else false }

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("shortRangeContains")

        public operator fun

        ClosedRange<Short>.contains(value: Short): Boolean {

            return contains(value.toInt())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("doubleRangeContains")

        public operator fun

        ClosedRange<Double>.contains(value: Short): Boolean {

            return contains(value.toDouble())

            * Checks if the specified [value] belongs to this range.

        */

        @kotlin.jvm.JvmName("floatRangeContains")

        public operator fun

        ClosedRange<Float>.contains(value: Short): Boolean {

            return contains(value.toFloat())

            * Checks if the specified [value] belongs to this range.

        */
Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Byte.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to, -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Short.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */

public infix fun Short.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}
than or equal to this value.\n* If the [to] value is greater than this value the returned progression is empty.\n
*/
public infix fun Byte.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n*/
public fun IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n*/
public fun LongProgression.reversed(): LongProgression {
    return LongProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.\n*/
public fun CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step)
}

/**
 * Returns a progression with the given step.\n*/
public infix fun IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression with the given step.\n*/
public infix fun LongProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

/**
 * Returns a progression with the given step.\n*/
public infix fun CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)
}

internal fun Int.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
}

internal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
}

internal fun Short.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
}

internal fun Double.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
}

internal fun Float.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
}

internal fun Int.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toInt()..Int.MAX_VALUE.toInt()) this.toInt() else null
}

internal fun Long.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
}

internal fun Short.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toShort()..Int.MAX_VALUE.toShort()) this.toInt() else null
}

internal fun Double.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Float.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

internal fun Float.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to this value, then the returned range is empty.\n* Returns a range from this value up to but excluding the specified [to] value.\n* Returns a range from this value up to but excluding the specified [to] value.\n* Returns a range from this value up to but excluding the specified [to] value.
\n* If the [to] value is less than or equal to `this` value, then the returned range is empty.\n * \n
public infix fun Long.until(to: Byte): LongRange \n    return this .. (to.toLong() - 1).toLong().\n\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
public infix fun Byte.until(to: Byte): IntRange \n    return this.toInt() .. (to.toInt() - 1).toInt().\n\n* Returns a range from this value up to but excluding the specified [to] value.\n* If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n
Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n
* @sample samples.comparisons.ComparableOps.coerceAtLeastComparable
than or equal to the [minimumValue] or the [maximumValue] otherwise.

```kotlin
public fun Byte.coerceAtLeast(minimumValue: Byte):
Byte {
    return if (this < minimumValue) minimumValue else this
}

public fun Short.coerceAtLeast(minimumValue: Short):
Short {
    return if (this < minimumValue) minimumValue else this
}

public fun Int.coerceAtLeast(minimumValue: Int):
Int {
    return if (this < minimumValue) minimumValue else this
}

public fun Long.coerceAtLeast(minimumValue: Long):
Long {
    return if (this < minimumValue) minimumValue else this
}

public fun Float.coerceAtLeast(minimumValue: Float):
Float {
    return if (this < minimumValue) minimumValue else this
}

public fun Double.coerceAtLeast(minimumValue: Double):
Double {
    return if (this < minimumValue) minimumValue else this
}

```
value lies in the specified range \([\text{minimumValue} \leq \text{this} \leq \text{maximumValue}]\).
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IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue) return maximumValue
return this

if (range.isRangeClosed())
throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return when {
    // this < start equiv to this <= start && !(this >= start)
    range.lessThanOrEquals(this, range.start) &&
    !range.lessThanOrEquals(range.start, this) -> range.start
    // this > end equiv to this >= end && !(this <= end)
    range.lessThanOrEquals(range.endInclusive, this) &&
    !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive
    else -> this
}

if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return when {
    // this < start equiv to this <= start && !(this >= start)
    range.lessThanOrEquals(this, range.start) &&
    !range.lessThanOrEquals(range.start, this) -> range.start
    // this > end equiv to this >= end && !(this <= end)
    range.lessThanOrEquals(range.endInclusive, this) &&
    !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive
    else -> this
}

/**
 * Ensures that this value lies in the specified 
[range].
 * 
 * @return this value if it’s less than ‘range.start’, or ‘range.endInclusive’ if
this value is greater than ‘range.endInclusive’.
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Int>(range)
    }
    if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified 
[range].
 * 
 * @return this value if it’s less than ‘range.start’, or ‘range.endInclusive’ if
this value is greater than ‘range.endInclusive’.
 * 
 * @sample samples.comparisons.ComparableOps.coerceIn
 */
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<Long>(range)
    }
    if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}
positive number if it's greater than other.

   *\n   */
   @kotlin.internal.InlineOnly
   public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

   /**
    * Compares this value with the specified value for order.
    * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
    */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

   /**
    * Compares this value with the specified value for order.
    * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
    */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

   /** Adds the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())
   /** Adds the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())
   /** Adds the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)
   /** Adds the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

   /** Subtracts the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())
   /** Subtracts the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())
   /** Subtracts the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)
   /** Subtracts the other value from this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

   /** Calculates the remainder of dividing this value by the other value. */
   @kotlin.internal.InlineOnly
   public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())
   /** Calculates the remainder of dividing this value by the other value. */
   @kotlin.internal.InlineOnly
   public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())
   /** Calculates the remainder of dividing this value by the other value. */
   @kotlin.internal.InlineOnly
   public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)
   /** Calculates the remainder of dividing this value by the other value. */
   @kotlin.internal.InlineOnly
   public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

   /** Increments this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun inc(): UByte = UByte(data.inc())
   /** Decrements this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun dec(): UByte = UByte(data.dec())

   /** Creates a range from this value to the specified [other] value. */
   @kotlin.internal.InlineOnly
   public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

   /** Performs a bitwise AND operation between the two values. */
   @kotlin.internal.InlineOnly
   public inline operator fun and(other: UByte): UByte = UByte(data.and(other.data))
   /** Performs a bitwise OR operation between the two values. */
   @kotlin.internal.InlineOnly
   public inline operator fun or(other: UByte): UByte = UByte(data.or(other.data))
   /** Performs a bitwise XOR operation between the two values. */
   @kotlin.internal.InlineOnly
   public inline operator fun xor(other: UByte): UByte = UByte(data.xor(other.data))
   /** Performs a bitwise shift operation between the two values. */
   @kotlin.internal.InlineOnly
   public inline operator fun shift(other: UByte): UInt = this.toUInt().shift(other.toUInt())

   /** Returns the complement of this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun bitcomplement(): UByte = UByte(~data)

   /** Returns the bit count of this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun bitCount(): Int = data.bitCount()

   /** Returns the most significant set bit of this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun mostSignificantSetBit(): Int = data.mostSignificantSetBit()

   /** Returns the least significant set bit of this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun leastSignificantSetBit(): Int = data.leastSignificantSetBit()

   /** Returns the number of leading zeros in this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun leadingZeros(): Int = data.leadingZeros()

   /** Returns the number of trailing zeros in this value. */
   @kotlin.internal.InlineOnly
   public inline operator fun trailingZeros(): Int = data.trailingZeros()
or other.data)

```kotlin
/** Performs a bitwise XOR operation between the two values. */
@kotlin.internal.InlineOnly
public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)
/** Inverts the bits in this value. */
@kotlin.internal.InlineOnly
public inline fun inv(): UByte = UByte(data.inv())
/** Converts this [UByte] value to [Byte]. */
@kotlin.internal.InlineOnly
fun toByte(): Byte = data.toByte() and 0xFF
/** Converts this [UByte] value to [Short]. */
@kotlin.internal.InlineOnly
fun toShort(): Short = data.toShort() and 0xFF
/** Converts this [UByte] value to [Int]. */
@kotlin.internal.InlineOnly
fun toInt(): Int = data.toInt() and 0xFF
/** Converts this [UByte] value to [Long]. */
@kotlin.internal.InlineOnly
fun toLong(): Long = data.toLong() and 0xFF
/** Converts this [UByte] value to [Float]. */
@kotlin.internal.InlineOnly
fun toFloat(): Float = this.toInt().toFloat()
/** Converts this [UByte] value to [Double]. */
@kotlin.internal.InlineOnly
fun toDouble(): Double = this.toInt().toDouble()
```

```kotlin
/**
 * Converts this [Byte] value to [UByte].
 *
 * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `UByte`. Otherwise the result is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this)
/**
 * Converts this [Short] value to [UByte].
 *
 * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `Short`. Otherwise the result is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this)
```

```kotlin
/**
 * Converts this [Int] value to [UByte].
 *
 * If this value is positive and less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents the same numerical value as this `Int`. Otherwise the result is negative.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this)
```
public inline fun Int.toUByte(): UByte = UByte(this.toByte())
/**
 * Converts this [Long] value to [UByte].
 * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents
 * the same numerical value as this `Long`. The resulting `UByte` value is represented by the least significant 8
 * bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin
 * Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be
 * found in the license/LICENSE.txt file. * DO NOT EDIT
 * Auto-generated file. DO NOT EDIT
 */

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    @Suppress("OVERRIDE_BY_INLINE")
    public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
to [UShort.MAX_VALUE], the resulting `UShort` value represents
the same numerical value as this `UInt`.  

* The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.  

* The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value,  

 whereas the most significant 32 bits are filled with zeros.  

* The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.  

* In case when this `UInt` value is exactly between two `Float`'s, the one with zero at least significant bit of mantissa is selected.  

* If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value. 

* A constant holding the minimum value an instance of UShort can have.  

* A constant holding the maximum value an instance of UShort can have.
number of bytes used to represent an instance of UShort in a binary form.
*/
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         * Returns zero if this value is equal to the specified other value, a negative number if
         * it's less than other, * or a positive number if it's greater than other.
         * @kotlin.internal.InlineOnly
         public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

         /**
          * Compares this value with the specified value for order.
          * Returns zero if this value is equal to the specified other value, a negative number if
          * it's less than other, * or a positive number if it's greater than other.
          * @kotlin.internal.InlineOnly
          public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

          /**
           * Compares this value with the specified value for order.
           * Returns zero if this value is equal to the specified other value, a negative number if
           * it's less than other, * or a positive number if it's greater than other.
           * @kotlin.internal.InlineOnly
           public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

           /**
            * Compares this value with the specified value for order.
            * Returns zero if this value is equal to the specified other value, a negative number if
            * it's less than other, * or a positive number if it's greater than other.
            * @kotlin.internal.InlineOnly
            public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

            /**
             * Compares this value with the specified value for order.
             * Returns zero if this value is equal to the specified other value, a negative number if
             * it's less than other, * or a positive number if it's greater than other.
             * @kotlin.internal.InlineOnly
             public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

             /**
              * Compares this value with the specified value for order.
              * Returns zero if this value is equal to the specified other value, a negative number if
              * it's less than other, * or a positive number if it's greater than other.
              * @kotlin.internal.InlineOnly
              public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

              /**
               * Compares this value with the specified value for order.
               * Returns zero if this value is equal to the specified other value, a negative number if
               * it's less than other, * or a positive number if it's greater than other.
               * @kotlin.internal.InlineOnly
               public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

               /**
                * Compares this value with the specified value for order.
                * Returns zero if this value is equal to the specified other value, a negative number if
                * it's less than other, * or a positive number if it's greater than other.
                * @kotlin.internal.InlineOnly
                public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)
inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n\n/** Increments this value. */\n@kotlin.internal.InlineOnly
public inline operator fun inc(): UShort = UShort(data.inc())\n/** Decrements this value. */\n@kotlin.internal.InlineOnly
public inline operator fun dec(): UShort = UShort(data.dec())\n/** Creates a range from this value to the specified [other] value. */\n@kotlin.internal.InlineOnly
public inline infix fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())\n/** Performs a bitwise AND operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)\n/** Performs a bitwise OR operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)\n/** Performs a bitwise XOR operation between the two values. */\n@kotlin.internal.InlineOnly
public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)\n/** Inverts the bits in this value. */\n@kotlin.internal.InlineOnly
public inline fun inv(): UShort = UShort(data.inv())\n/** Converts this [UShort] value to [Byte]. */\n@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()\n/** Converts this [UShort] value to [Short]. */\n@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data\n/** Converts this [UShort] value to [Int]. */\n@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()\n/** Converts this [UShort] value to [Long]. */\n@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF\n/** Converts this [UShort] value to [UInt]. */\n@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt() and 0xFFFF\n/** Converts this [UShort] value to [UByte]. */\n@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** Returns this value. */\n@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this\n/** Converts this [UShort] value to [Double]. */\n@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toDouble()\n/** Converts this [Byte] value to [UShort]. */\n@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** Converts this UByte value is represented by the least significant 8 bits of this `UShort` value. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** Converts this `UShort` value to `Byte`. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()\n/** Converts this `UShort` value to `Short`. */
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data\n/** Converts this `UShort` value to `Int`. */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt() and 0xFFFF\n/** Converts this `UShort` value to `Long`. */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF\n/** Converts this `UShort` value to `UInt`. */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt() and 0xFFFF\n/** Converts this `UShort` value to `UByte`. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** Returns this value. */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = this\n/** The resulting `Byte` value represents the same numerical value as this `UShort`. */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()\n/** The resulting `Byte` value is represented by the least significant 8 bits of this `UShort`. */
@kotlin.internal.InlineOnly
public inline fun toByte(): Byte = data.toByte()
`Byte.toUShort()`

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Byte.toUShort(): UShort = UShort(this.toShort())
```

```kotlin
/**
 * Converts this [Int] value to [UShort].
 *
 * If this value is positive and less than or equals to [Int.MAX_VALUE], the resulting `UShort` value represents
 * the same numerical value as this `Int`.
 *
 * The resulting `UShort` value has the same binary representation as this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Int.toUShort(): UShort = UShort(this)
```

```kotlin
/**
 * Converts this [Long] value to [UShort].
 *
 * If this value is positive and less than or equals to [Long.MAX_VALUE], the resulting `UShort` value represents
 * the same numerical value as this `Long`.
 *
 * The resulting `UShort` value has the same binary representation as this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
Long.toUShort(): UShort = UShort(this)
```

```kotlin
/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive), ClosedRange<Char> {
    override val start: Char = first
    override val endInclusive: Char = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive), ClosedRange<Int> {
    override val start: Int = first
    override val endInclusive: Int = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`.
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive), ClosedRange<Long> {
    override val start: Long = first
    override val endInclusive: Long = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}
```
private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*>
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }
    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

internal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)

private class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {
    override val size: Int get() = values.size
    override fun isEmpty(): Boolean = values.isEmpty
    override fun contains(element: Nothing): Boolean = values.contains(element)
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.all { contains(it) }
    override fun iterator(): Iterator<T> = values.iterator()
    // override hidden toArray implementation to prevent copying of values array
    public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)
}

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of given elements.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.readOnlyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns an empty read-only list.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyReadOnlyList
 */
@kotlin.internal.InlineOnly
public inline fun <T> listOf(): List<T> = emptyList()

/**
 * Returns an empty new [MutableList].
 * @sample samples.collections.Collections.Lists.emptyMutableList
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableListOf(): MutableList<T> = ArrayList()

/**
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()

/**
 * Returns a new read-only list only of those given elements, that are not null.  The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.listOfNotNull
 */
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull().asList()

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified [init] function.
 * The function [init] is called for each list element sequentially starting from the first one.
 * It should return the value for a list element given its index.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)
is calculated by calling the specified\[init\] function.\[init\] The function \[init\] is called for each list element sequentially starting from the first one.\[init\] It should return the value for a list element given its index.\[init\]

```kotlin
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {
    val list = ArrayList<T>(size)
    repeat(size) { index -> list.add(init(index)) }
    return list
}
```

```kotlin
/**
 * Returns an \[IntRange\] of the valid indices for this collection.
 * @sample sample.collections.Collections.Collections.indicesOfCollection
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 * @sample sample.collections.Collections.Collections.lastIndexOfList
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample sample.collections.Collections.Collections.isNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable collection is either null or empty.
 * @sample sample.collections.Collections.Collections.isNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || this.isEmpty()
}

/**
 * Returns this Collection if it's not `null` and the empty list otherwise.
 * @sample sample.collections.Collections.Collections.collectionOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()

/**
 * Returns this List if it's not `null` and the empty list otherwise.
 * @sample sample.collections.Collections.Collections.listOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()

/**
 * Returns this collection if it's not empty or the result of calling \[defaultValue\] function if the collection is empty.
 * @sample sample.collections.Collections.Collections.collectionIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R) where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * @sample sample.collections.Collections.Collections.collectionContainsAll
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T> List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
        this
```

```kotlin
/**
 * Searches this list or its range for the provided \[element\] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,\n * otherwise the result is undefined.\n * If the list contains multiple elements equal to the specified \[element\], there is no guarantee which one will be found.\n * \[element\] \null value is considered to be less than any non-null value.\n * \[element\] \null @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point \( \text{\text{(-insertion point - 1)}} \).\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample sample.collections.Collections.Collections.binarySearchOnComparable
 * @sample sample.collections.Collections.Collections.binarySearchWithBoundaries
 */
```
value is considered to be less than any non-null value.

* @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `-insertion point - 1`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].

* @param samples.Collections.Lists.binarySearchWithComparator

/**
 * Searches this list or its range for an element having the key returned by the specified [selector] function equal to the provided [key] value using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements. If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.
 * `null` value is considered to be less than any non-null value.

 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `-insertion point - 1`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

 * @param samples.collections.Collections.Lists.binarySearchByKey

/**
 * Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined.

 * @return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `-insertion point - 1`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

 * @param comparison function that returns zero when called on the list element being searched.
 * On the elements coming before the target element, the function must return negative values; on the elements coming after the target element, the function must return positive values.

 * @return the index of the element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `-insertion point - 1`. The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

 * @throws samples.collections.Collections.Lists.binarySearchWithComparisonFunction

private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
    when {
        fromIndex > toIndex -> throw IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
        fromIndex < 0 -> throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
        toIndex > size -> throw IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
    }
}

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw

Open Source Used In DNAC Platform Guardian 12630
Calculate the initial capacity of a map, based on Guava's com.google.common.collect.Maps approach. This is equivalent to the Collection constructor for HashSet, (c.size()/0.75f) + 1, but provides further optimisations for very small or very large sizes, allows support non-collection classes, and provides consistency for all map based class construction.

*\@PublishedApi\n\@internal fun mapCapacity(expectedSize: Int): Int {\n  if (expectedSize < 3) \n    return expectedSize + 1 \n  if (expectedSize < INT_MAX_POWER_OF_TWO) \n    return Int.MAX_VALUE // any large value\n  else \n    return (expectedSize + expectedSize / 3) \n}

@PublishedApi\n\@internal fun mapCapacity(expectedSize: Int): Int {
    if (expectedSize < 3) {
        return expectedSize + 1
    }
    if (expectedSize < INT_MAX_POWER_OF_TWO) {
        return Int.MAX_VALUE // any large value\n    }
    return (expectedSize + expectedSize / 3) \n}

private const val INT_MAX_POWER_OF_TWO: Int = Int.MAX_VALUE / 2 + 1\n
/**\n * Returns `true` if this map is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()

/**\n * Returns `true` if this nullable map is either null or empty.\n *\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {
    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }
    return this == null || isEmpty()
}

/**\n * Returns this map if it’s not `null`, or the empty map otherwise.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>?.orElseEmpty(): Map<out K, V> = this ?: emptyMap()

/**\n * Returns this map if it’s not empty\n * or the result of calling \[defaultValue\] function if the map is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =\n    if (isEmpty()) defaultValue() else this

/**\n * Removes the specified key and its\n * corresponding value from this map.\n * @return the previous value associated with the key, or `null` if the key\n * was not present in the map.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> MutableMap<out K, V>.remove(key: K): V? =\n    this.remove(key)

/**\n * Returns the key component of the map entry.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<out K, V>.component1(): K = key

/**\n * Returns the value component of the map entry.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<out K, V>.component2(): V = value
public fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()

/**
 * Returns the value for the given key, or throws an exception if there is no such key in the map.
 */
@kotlin.internal.InlineOnly
    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        return value
    }
}

/**
 * Returns the value for the given [key] or throws an exception if there is no such key in the map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)

/**
 * Returns the value for the given [key]. If the key is not found in the map, calls the [defaultValue] function, puts its result into the given key and returns it.
 */
    val value = get(key)
    return if (value == null) {
        val answer = defaultValue()
        put(key, answer)
        answer
    } else {
        value
    }
}

/**
 * Populates the given [destination] map with entries having the keys of this map and the values obtained
 * by applying the [transform] function to each entry in this map.
 */
    return entries.associateByTo(destination, { it.key }, transform)
}

/**
 * Populates the given [destination] map with entries having the keys obtained
 * by applying the [transform] function to each entry in this map and the values of this map.
 */
    return entries.associateByTo(destination, transform, { it.value })
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */
public fun <K, V> MutableList<in K, in V>.putAll(pairs: Sequence<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this map and the values of this map.
 */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this map and the values of this map.
 */
public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns an iterator over the entries in the [Map].
 */
@kotlin.internal.InlineOnly

/**
 * Returns a mutable iterator over the mutable entries in the [MutableMap].
 */
@kotlin.jvm.JvmName("mutableIterator")
@kotlin.internal.InlineOnly
V>>.toMap(destination: M): M =\n    destination.apply { putAll(this@toMap) }\n
/**
 * Returns a new read-only map containing all key-value pairs from the original map.\n * The returned map preserves the entry iteration order of the original map.\n * The returned map preserves the entry iteration order of the original map.\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> =
when (size) {
    0 -> emptyMap()\n    1 -> toSingletonMap()\n    else -> toMutableMap().\n}

/**
 * Returns a new read-only map containing all key-value pairs from the original map.\n * The returned map preserves the entry iteration order of the original map.\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> =
    LinkedHashMap(this).\n
/**
 * Populates and returns the [destination] mutable map with key-value pairs from the given map.\n */
@SinceKotlin("1.1")
public fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination: M): M =\n    destination.apply { putAll(this@toMap) }\n
/**
 * Creates a new read-only map by replacing or adding an entry to this map from a given key-value [pair].\n * The returned map preserves the entry iteration order of the original map.\n */
public operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> =\n    (if (this.isEmpty()) mapOf(pair) \n                 else LinkedHashMap(this).apply { putAll(pair) })\n
/**
 * Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n    if (this.isEmpty()) pairs.toMap() \n    else LinkedHashMap(this).apply { putAll(pairs) }\n
/**
 * Creates a new read-only map by replacing or adding entries to this map from an array of key-value [pairs].\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =\n    if (this.isEmpty()) pairs.toMap() \n    else LinkedHashMap(this).apply { putAll(pairs) }\n
/**
 * Creates a new read-only map by replacing or adding entries to this map from a sequence of key-value [pairs].\n */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =\n    LinkedHashMap(this).apply { putAll(pairs) }\n
/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].\n */
@SinceKotlin("1.1")
public operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>): Map<K, V> =\n    if (this.isEmpty()) map \n    else LinkedHashMap(this).apply { putAll(map) }\n
/**
 * Appends or replaces the given [pair] in this mutable map.\n */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) \n    { put(pair.first, pair.second) \n    }

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.\n */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) \n    { putAll(pairs) \n    }

/**
 * Appends or replaces all pairs from the given array of [pairs] in this mutable map.\n */
@kotlin.internal.InlineOnly
public inline operator fun <K, V>MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) \n    { putAll(pairs) \n    }

/**
 * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.\n */
@kotlin.internal.InlineOnly
public inline operator fun <K, V>MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) \n    { putAll(pairs) \n    }

/**
 * Appends or replaces all pairs from the given [map] in this mutable map.\n */
@kotlin.internal.InlineOnly
public inline operator fun <K, V>MutableMap<in K, in V>.plusAssign(map: Map<K, V>) \n    { putAll(map) \n    }

/**
 * Creates a new read-only map containing all entries of the original map except the entry with the given [key].\n */
@SinceKotlin("1.1")
public operator fun <K, V> Map<out K, V>.minus(key: K): Map<K, V> =\n    this.toMutableMap().apply { minusAssign(key) }\n
/**
 * Creates a new read-only map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] collection.\n */
public operator fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> =\n    this.toMutableMap().apply { minusAssign(keys) }\n
```kotlin
/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] array.
 */
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Removes the entry with the given [key] from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
    remove(key)
}

/**
 * Removes all entries the keys of which are contained in
 * the given [keys] collection from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in
 * the given [keys] array from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
    this.keys.removeAll(keys)
}

/**
 * Removes all entries the keys of which are contained in
 * the given [keys] sequence from this mutable map.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
    this.keys.removeAll(keys)
}

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {
    0 -> emptyMap()
    1 -> toSingletonMapOrSelf()
    else -> this
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package
kotlin.collections

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 340660374387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set.  The returned set is serializable (JVM).
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/** Returns an empty new [HashSet].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> hashSetOf(): HashSet<T> = HashSet()

/** Returns a new [HashSet] with the given elements. */
public fun <T> hashSetOf(vararg elements: T):
```
T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/** Returns an empty new [LinkedHashSet]. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf():

/** Returns an empty new [LinkedHashSet]. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/** Returns this Set if it’s not ‘null’ and the empty set otherwise. */
@kotlin.internal.InlineOnly
public inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()

internal fun <T> Set<T>.optimizeReadOnlySet() = when (size)
{
    0 -> emptySet()
    1 -> setOf(iterator().next())
    else -> this
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")
@file:Suppress("PLATFORM_CLASS_MAPPED_TO_KOTLIN")

package kotlin.text

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or ‘null’ if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or ‘null’ if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)

/**
 * Parses the string as a [Short] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toShortOrNull(radix: Int): Short? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null
    return int.toShort()
}

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Int

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit
        start = 1
        if (firstChar == '-') {
            isNegative = true
            limit = Int.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Int.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Int.MAX_VALUE
    }

    var result: Int = 0
    var limitBeforeMul = limit
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (digit == Int.MAX_VALUE) {
                limitBeforeMul = limit
            } else
                return null
        } else
            result = result * radix + digit
    }
    return if (isNegative) -result else result
}

/**
 * Parses the string as a [Long] number and returns the result
 * or ‘null’ if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Long] number and returns the result
 * or ‘null’ if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit
        start = 1
        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE
    }

    var result: Long = 0
    var limitBeforeMul = limit
    for (i in start until length) {
        val digit = digitOf(this[i], radix)
        if (digit < 0) return null
        if (result < limitBeforeMul) {
            if (digit == Long.MAX_VALUE) {
                limitBeforeMul = limit
            } else
                return null
        } else
            result = result * radix + digit
    }
    return if (isNegative) -result else result
}
(length == 1) return null // non-digit (possible sign) only, no digits after\n\nstart = 1\n
if (firstChar == '-') {\n    isNegative = true\n    limit = Long.MIN_VALUE\n} else if (firstChar == '+') {\n
    start = 0\n    isNegative = false\n    limit = -Long.MAX_VALUE\n} else {\n    return null\n} else {\n
    val digit = digitOf(this[i], radix)\n
    if (digit < 0) return null\n    if (result < limitBeforeMul) {\n        if (limitBeforeMul == limitForMaxRadix) {\n            limitBeforeMul = limit / radix\n
            if (result < limitBeforeMul) {\n                return null\n            }\n        } else {\n            return null\n        }\n    }\n
    result *= radix\n
    if (result < limit + digit) return null\n
    result -= digit\n}
rem.toString(base)\n}"*/n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.*/n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*/n
/*@file:kotlin.jvm.JvmMultifileClass*/n@file:kotlin.jvm.JvmName("CollectionsKt")\n\n\npackage kotlin.collections\n
*\n@PublishedApi\n
/*@file:kotlin.internal.InlineOnly\n\npublic inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {\n    override fun iterator(): Iterator<T> = iterator()
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\n\npackage kotlin.sequences\n
/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator] \n * provided by that function.\n * @sample samples.collections.\n * @sample samples.collections.Iterables.\n * @sample samples.collections.\n * @sample samples.collections.Iterables.\n * @sample samples.collections.\n * @sample samples.collections.\n * @sample samples.collections.\n * @sample samples.collections.\n * @sample samples.collections.\n * @sample samples.collections.\n * @sample samples.collections.\n */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {\n    override fun iterator(): Iterator<T> = iterator()
}

/**
 * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.
 */
public fun <T, R> Iterable<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>,
/**
 * Returns this sequence if it's not `null` and the empty sequence otherwise.
 * @sample samples.collections.Sequences.Usage.sequenceOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()

/**
 * Returns a sequence that iterates through the elements either of this sequence or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.
 * @param defaultValue
 * @return Returns a sequence of all elements from all sequences in this sequence.
 * @since 1.3
 */
public fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n
/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param transformer
 * @return Returns a sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 */
@kotlin.jvm.JvmName("flattenSequenceOfIterable")
public fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }

private fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {
    if (this is TransformingSequence<*, *>)
        return (this as TransformingSequence<* , T>).flatten(iterator)
    return FlatteningSequence(this, { it }, iterator)
}

/**
 * Returns a pair of lists, where
 * * first* list is built from the first values of each pair from this sequence,
 * * second* list is built from the second values of each pair from this sequence.
 * @param sendWhen
 * @return Returns a sequence of elements from all iterables in this sequence.
 * @since 1.3
 */
internal class TransformingIndexedSequence<T, R>(
    private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): R {
            return transformer(checkIndexOverflow(index++), iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param transformer
 * @return Returns a sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 */
internal class TransformingSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        override fun next(): R {
            return transformer(iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

/**
 * Returns a pair of lists, where
 * * first* list is built from the first values of each pair from this sequence,
 * * second* list is built from the second values of each pair from this sequence.
 * @param sendWhen
 * @return Returns a sequence of elements from all iterables in this sequence.
 * @since 1.3
 */
internal class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val sendWhen: Boolean = true,
    private val predicate: (T) -> Boolean
) : Sequence<T> {
    override fun iterator(): Iterator<T> = object :
        Iterator<T> {
            val iterator = sequence.iterator()
            var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
            var nextItem: T? = null

            private fun calcNext() {
                while (iterator.hasNext()) {
                    val item = iterator.next()
                    if (predicate(item) == sendWhen) {
                        nextItem = item
                        nextState = 1
                        return
                    }
                }
                nextState = 0
            }

            override fun next(): T {
                if (nextState == -1)
                    calcNext()
                if (nextState == 0)
                    throw NoSuchElementException()
                val result = nextItem
                nextItem = null
                nextState = -1
                @Suppress("UNCHECKED_CAST")
                return result as T
            }

            override fun hasNext(): Boolean {
                if (nextState == -1)
                    calcNext()
                return nextState == 1
            }
        }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param transformer
 * @return Returns a sequence of elements from all iterables in this sequence.
 * @since 1.3
 */
internal class TransformingIndexedSequence<T, R>(
    private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0
        override fun next(): R {
            return transformer(checkIndexOverflow(index++), iterator.next())
        }
        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param transformer
 * @return Returns a sequence of elements from all iterables in this sequence.
 * @since 1.3
 */
internal class TransformingSequence<T, R>(
    private val sequence: Sequence<T>,
    private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object :
        Iterator<R> {
            val iterator = sequence.iterator()
            override fun next(): R {
                return transformer(iterator.next())
            }
            override fun hasNext(): Boolean {
                return iterator.hasNext()
            }
        }

    internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {
        return FlatteningSequence<T, R, E>(sequence, transformer, iterator)
    }
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying [sequence].
 * @param transformer
 * @return Returns a sequence of elements from all iterables in this sequence.
 * @since 1.3
 */
internal class TransformingIndexedSequence<T, R>(
    private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object :
        Iterator<R> {
            val iterator = sequence.iterator()
            override fun next(): R {
                return transformer(checkIndexOverflow(index++), iterator.next())
            }
            override fun hasNext(): Boolean {
                return iterator.hasNext()
            }
        }
    }
== 0)
throw NoSuchElementException()
val result = nextItem as T
// Do not clean
nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
nextState = -1
return result
override fun hasNext(): Boolean {
if (nextState < 0)
calcNext()
return nextState == 1
}

/**
 * Returns a wrapper sequence that provides
 * values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * [IllegalStateException] is thrown on iterating the returned sequence from the second time.
 * Returns a sequence defined by the starting value [seed] and the function [nextFunction],
 * which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times,
 * each time starting with [seed].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence which invokes the function to calculate the next value on each iteration until the function returns `null`.
 * The returned sequence is constrained to be iterated only once.
 */
fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()
}

/**
 * Returns a sequence defined by the starting value [seed] and the function [nextFunction],
 * which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times,
 * each time starting with [seed].
 */
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
public fun <T : Any> generateSequenceWithSeed(seed: T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        EmptySequence
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction],
 * which is invoked to produce the starting value,
 * and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 */
@kotlin.internal.InlineOnly
@kotlin.internal.InlineOnly
fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
    if (seedFunction == null)
        EmptySequence
    else
        GeneratorSequence(seedFunction, nextFunction)

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) { "Failed requirement." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Returns a not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies value != null
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is not null.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): Unit {
    contract {
        returns() implies value != null
    }
    requireNotNull(value) { "Required value was null." }
    throw IllegalArgumentException(message.toString())
}

/**
 * Throws an
IllegalStateException} if the [value] is false.

```kotlin
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}
```

If the [value] is null. Otherwise\n
```kotlin
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    return checkNotNull(value) { "Required value was null." }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun <T> Array<out T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```

Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.

```kotlin
fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}
```
fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

fun Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

fun Array<out T>.contentDeepHashCode(): Int {
    definedExternally
}

fun Array<out T>.contentDeepToString(): String {
    definedExternally
}

Symbol of the type `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<out T>.arrayDeepEquals(other: Array<out T>): Boolean {
    definedExternally
}

@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<out T>.arrayDeepHashCode(): Int {
    definedExternally
}

@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<out T>.arrayDeepToString(): String {
    definedExternally
}
it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```kotlin
@SinceKotlin("1.1")
@library("arrayEquals")
public actual fun <T> Array<T>.contentEquals(other: Array<T>): Boolean {
  definedExternally
  * Returns `true` if the two specified arrays are *structurally* equal to one another, *i.e. contain the same number of the same elements in the same order.*

  * The elements are compared for equality with the [equals][Any.equals] function. * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

  @SinceKotlin("1.1")
  @library("arrayHashCode")
  public actual fun <T> Array<T>.contentHashCode(): Int {
    definedExternally
  }
}
```
ShortArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
IntArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
LongArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
FloatArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
DoubleArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
BooleanArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
CharArray.contentHashCode(): Int {\n    definedExternally\n}\n\n*+\n@SinceKotlin(\"1.1\")\n@library("arrayHashCode")\npublic actual fun 
ByteArray.contentToString(): String {
    definedExternally
}
[destinationOffset], * or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* * @param destination the array to copy to
* * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* * @param startIndex the beginning (inclusive) of the subrange
* * @param endIndex the end (exclusive) of the subrange
* * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range or when `startIndex > endIndex`.
* * @return the destination array.

* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* * @param destination the array to copy to
* * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* * @param startIndex the beginning (inclusive) of the subrange
* * @param endIndex the end (exclusive) of the subrange
* * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range or when `startIndex > endIndex`.
* * @return the destination array.

* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* * @param destination the array to copy to
* * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* * @param startIndex the beginning (inclusive) of the subrange
* * @param endIndex the end (exclusive) of the subrange
* * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range or when `startIndex > endIndex`.
* * @return the destination array.

* @SinceKotlin("1.3")
* @kotlin.internal.InlineOnly
* @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
* public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

* Copies this array or its subrange into the [destination] array and returns that array.
* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
* * @param destination the array to copy to
* * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* * @param startIndex the beginning (inclusive) of the subrange
* * @param endIndex the end (exclusive) of the subrange
* * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range or when `startIndex > endIndex`.
* * @return the destination array.
copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.

*/

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {

arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, 
startIndex, endIndex)\nreturn destination\narrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, 
startIndex, endIndex)\nreturn destination

/**
 * Copies this array or its subrange into the \[destination\]
array and returns that array.\nIt's allowed to pass the same array in the \[destination\] and even specify the
subrange so that it overlaps with the destination range.\nendIndex \nstartIndex \nsize \n
@returns new array which is a copy of the original array.\n
@sample samples.collections.Arrays.CopyOfOperations.copyOf
*/
public actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice()
}

/**
 * Returns new array which is a copy of the original array, resized to the given \[newSize\].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * newSize \nsize \n
@returns new array which is a copy of the original array, resized to the given \[newSize\].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * newSize \nsize \n
@returns new array which is a copy of the original array, resized to the given \[newSize\].
 * The copy is either truncated or padded at the end with zero values if necessary.\n * newSize \nsize
*/
necessary.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null values.
copy array are filled with `null` values.

@sample

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T>

{| n require(newSize >= 0) { "Invalid new array size: $newSize." } n return arrayCopyResize(this, newSize, null) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* @param fromIndex the start of the range (inclusive), must be in 0..array.size

* @param toIndex the end of the range (exclusive), must be in fromIndex..array.size

*/*

@suppress("ACTUAL WITHOUT EXPECT")

public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray

{| n AbstractList.checkRangeIndexes(fromIndex, toIndex, size) n return withType("CharArray", this.asDynamic().slice(fromIndex, toIndex) n} n*/n

* Fills this array or its subrange with the specified [element] value.

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end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);
}
of this array by default.

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {\n    this.asDynamic().fill(element, fromIndex, toIndex);\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {\n    return this.asDynamic().concat(arrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun ByteArray.plus(element: Byte): ByteArray {\n    return plus(byteArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun ShortArray.plus(element: Short): ShortArray {\n    return plus(shortArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun IntArray.plus(element: Int): IntArray {\n    return plus(intArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun LongArray.plus(element: Long): LongArray {\n    return plus(longArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun FloatArray.plus(element: Float): FloatArray {\n    return plus(floatArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {\n    return plus(doubleArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n    return plus(booleanArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n    return plus(charArrayOf(element))\n} \n```

```kotlin
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline operator fun <T> Array<out T>.plus(elements:
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elements of this primitive array.

@[public actual fun ByteArray.toTypedArray(): Array<Byte> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun ShortArray.toTypedArray(): Array<Short> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun IntArray.toTypedArray(): Array<Int> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun LongArray.toTypedArray(): Array<Long> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun FloatArray.toTypedArray(): Array<Float> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun DoubleArray.toTypedArray(): Array<Double> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun BooleanArray.toTypedArray(): Array<Boolean> {\
    return js("\["]").slice.call(this)/\n        *\n    *\n}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 *\n *\n */
public actual fun CharArray.toTypedArray(): Array<Char> {\
    return Array(size) { index -> this[index] }/\n        *\n    *\n}

/*
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 */
@file:kotlin.jvm.JvmName("ComparisonsKt")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.comparisons

/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.
 */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {
    require(selectors.size > 0)
    return compareValuesByImpl(a, b, selectors)
}

private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {
    for (fn in selectors) {
        val v1 = fn(a)
        val v2 = fn(b)
        val diff = compareValues(v1, v2)
        if (diff != 0) return diff
    }
    return 0
}

/**
 * Compares two values using the specified [selector] function to calculate the result of the comparison.
 * The function is applied to the given values [a] and [b] and return objects of type K which are then being
 * compared with the given [comparator].
 */
@kotlin.internal.InlineOnly
public inline fun <T, K> compareValuesBy(a: T, b: T, selector: (T) -> K, comparator: Comparator<in K>): Int {
    return comparator.compare(selector(a), selector(b))
}

//// Not so useful without
//// type inference for receiver of expression
//// compareValuesWith(v1, v2, compareBy { it.prop1 }
//@Suppress("NOTHING_TO_INLINE")
//public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)

/**
 * Compares two nullable [Comparable] values. Null is considered less than any value.
 */
public fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
    if (a === b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return compareValuesBy(a as Comparable<Any>?, b as Comparable<Any>?)
}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 */
public fun <T> Comparator<T> compareValues(a: T?, b: T?): Int {
    if (a == b) return 0
    if (a == null) return -1
    if (b == null) return 1
    return compareValues(a, b)
}

// Not so useful without type inference for receiver of expression
compareValuesWith(v1, v2, compareBy { it.prop1 })

thenByDescending ( it.prop2 )

thenByDescending {...}

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samples.comparisons.Comparisons.compareByWithSelectors
 */
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors) }
}

/**
 * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.
 */
public fun <T> compareByWithSelectors
 */
Comparator { a, b ->
    compareValuesBy(a, b, selectors) }

samples.comparisons.Comparisons.compareByWithSingleSelector
 */
Comparator { a, b ->
    compareValuesBy(a, b, selector) }

/**
 * Creates a comparator using the function to transform values being compared and then applying
 * the specified [comparator] to compare transformed values.
 */
Comparator { a, b ->
    compareValuesBy(a, b, selector, comparator) }

samples.comparisons.Comparisons.compareByWithComparator
 */
Comparator { a, b ->
    compareValuesBy(a, b, comparator, selector) }

/**
 * Creates a descending comparator
 * using the function to transform values being compared and then applying
 * the specified [comparator] to compare transformed values.
 */
Comparator { a, b ->
    compareValuesBy(b, a, selector, comparator) }

/**
 * Creates a descending comparator
 * using the [selector] function to transform values and then compares them with
 * the given [comparator].
 */
Comparator { a, b ->
    compareValuesBy(a, b, selector, comparator) }

samples.comparisons.Comparisons.thenBy
 */
Comparator { a, b ->
    this@thenBy.compare(a, b)
}

/**
 * Creates a descending comparator
 * using the function to transform values and then compares them with
 * the given [comparator].
 */
Comparator { a, b ->
    this@thenByDescending.compare(a, b)
}

samples.comparisons.Comparisons.thenByDescending
 */
Comparator { a, b ->
    this@thenByDescending.compare(a, b)
}
/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.
 */
public infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@then.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(a, b)
    }

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.
 */
public infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<T>): Comparator<T> =
    Comparator { a, b ->
        val previousCompare = this@thenDescending.compare(a, b)
        if (previousCompare != 0) previousCompare else comparator.compare(b, a)
    }

// Not so useful without type inference for receiver of expression
/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value less than any other value.
 */
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> -1
            b == null -> 1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value less than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> = nullsFirst(naturalOrder())

/**
 * Extends the given [comparator] of non-nullable values to a comparator of nullable values considering `null` value greater than any other value.
 */
public fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =
    Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(a, b)
        }
    }

/**
 * Provides a comparator of nullable [Comparable] values considering `null` value greater than any other value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())

/**
 * Returns a comparator that compares [Comparable] objects in natural order.
 */
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 */
public fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
    else -> ReversedComparator(this)
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

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`comparator` function is marked as `public` in the previous code snippet. This indicates that the method is accessible across packages.

The method `compare(a: T, b: T): Int` is declared without a return type modifier, which is unusual in modern Kotlin. Typically, method declarations should include return types.

The scope functions `run`, `apply`, `also`, and `let` are marked with the `@kotlin.internal.InlineOnly` annotation, indicating that they are inline and intended for internal use.

The documentation for these functions is included in the code snippet, providing examples and usage information.

The class `NotImplementedError` is defined with a constructor that takes a `String` message, and methods `TODO` and `TODO(reason: String)` are defined to throw instances of this class.

The `takeIf` and `takeUnless` functions are defined with the `@kotlin.internal.InlineOnly` annotation, and a `@SinceKotlin("1.1")` annotation indicates they were added in Kotlin 1.1.

The `apply`, `also`, and `let` functions are marked with the `@kotlin.internal.InlineOnly` annotation, indicating they are inline and intended for internal use.

The `run` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `also` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `let` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeIf` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeUnless` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply`, `also`, and `let` functions are marked with the `@kotlin.internal.InlineOnly` annotation, indicating they are inline and intended for internal use.

The `run` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `also` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `let` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeIf` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeUnless` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply`, `also`, and `let` functions are marked with the `@kotlin.internal.InlineOnly` annotation, indicating they are inline and intended for internal use.

The `run` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `also` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `let` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeIf` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `takeUnless` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply`, `also`, and `let` functions are marked with the `@kotlin.internal.InlineOnly` annotation, indicating they are inline and intended for internal use.

The `run` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `apply` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `also` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.

The `let` function is marked with the `@kotlin.internal.InlineOnly` annotation, indicating it is inline and intended for internal use.
samples.misc.ControlFlow.repeat

```kotlin
@kotlin.internal.InlineOnly
@public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }
    for (index in 0 until times) {
        action(index)
    }
}
```

```kotlin
package kotlin.comparisons

import kotlin.js.*

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}

@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> minOf(a: T, b: T): T {
    return if (a <= b) a else b
}

@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}
```

---

Open Source Used in DNAC Platform Guardian 12661
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

/*
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 */
if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }

/**
 * Returns an element at the given [index].
 * Throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.
 */
public inline fun <T> List<T>.elementAtOrNull(index: Int): T
    return getOrNull(index)

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.
 */
public inline fun <T> List<T>.getOrNull(index: Int): T
    return if (index < 0) return null else get(index)

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 */
public inline fun <T> List<T>.getOrNull(index: Int): T?
    return if (index < 0) return null else getOrNull(index)

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getElementAtOrElseOrNull(index: Int, defaultValue: (T) -> T): T?
    return if (index < 0) return null else getOrNull(index)

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 */
@kotlin.internal.InlineOnly
public inline fun <T> List<T>.getElementAtOrElse(index: Int, defaultValue: (T) -> T): T
    return getOrDefault(index, defaultValue)
fun `<T>` List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {
    var index = 0
    var found = false
    for (item in this) {
        if (item == element) {
            return index
            found = true
        }
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the collection does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item)) {
            return index
        }
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate].
 */
public fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (item == element) {
            lastIndex = index
        }
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 */
public fun <T> Iterable<T>.last(): T {
    when (this) {
        is List -> return this.last()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection is empty.")
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns the last element.
 */
public fun <T> List<T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[lastIndex]
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (item in this) {
        if (predicate(item)) {
            last = item
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.");
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns the last element matching the given [predicate].
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
    return get(lastIndex)
}

/**
 * Returns the last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfLastOf(element: T): Int {
    var lastIndex = -1
    for (item in this) {
        if (item == element) {
            lastIndex = index
            index++
        }
    }
    return lastIndex
}

/**
 * Returns the last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOfOf(element: T): Int {
    var lastIndex = -1
    for (item in this) {
        if (item == element) {
            lastIndex = index
            index++
        }
    }
    return lastIndex
}

/**
 * Returns the last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOfLastOf(element: T): Int {
    var lastIndex = -1
    for (item in this) {
        if (item == element) {
            lastIndex = index
            index++
        }
    }
    return lastIndex
}

/**
 * Returns the last index of [element], or -1 if the list does not contain element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        is Iterable -> return when (this) {
            is List -> return this.last()
            else -> {
                val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("Collection is empty.")
                var last = iterator.next()
                while (iterator.hasNext())
                    last = iterator.next()
                return last
            }
        }
    }
}
fun <T> List<T>.singleOrNull(): T? {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()

    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
    }

    if (this is List<T>) {
        if (this is RandomAccess) {
            for (index in n until size)
                list.add(index)
        } else {
            for (item in listIterator(n))
                list.add(item)
        }

        if (resultSize == 1)
            return listOf(last())
        return list
    }
}

fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw
                IllegalArgumentException("Collection contains more than one matching element.")
            single = element
            found = true
        }
    }
    return single
}

fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    return last
}

fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    return last
}

fun <T> List<T>.lastOrNull(): T? {
    return if (size == 1) this[0] else null
}

fun <T> Iterable<T>.lastOrNull(): T? {
    val iterator = this.iterator()
    while (iterator.hasNext())
        return null
    return iterator.next()
}

fun <T> List<T>.last(): T {
    return iterator.next()
        while (iterator.hasNext())
            return null
        return iterator.next()
}

fun <T> Collection<T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Collection is empty.")
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (element != null)
            return element
    }
    return last
}

fun <T> Iterable<T>.single(): T {
    when (this) {
        is List -> return this.single()
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                throw NoSuchElementException("Collection contains no element.")
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

fun <T> Iterable<T>.singleOrNull(): T? {
    when (this) {
        is List -> return if (size == 1) this[0] else null
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

fun <T> Collection<T>.singleOrNull(): T? {
    when (this) {
        is List -> return if (size == 1) this[0] else null
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
```kotlin
public fun <T> Iterable<T>.take(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n == 1) return listOf(first())
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Sorts elements in the list in-place according to natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {
    if (this is Collection && size <= 1)
        return this.toList()
    @Suppress("UNCHECKED_CAST")
    return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }\n
    return toMutableList().apply { sort() }
}
```

relative to each other after sorting.

```kotlin
public fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {
    return sortedWith(reverseOrder())
}
```

```kotlin
/**
 * Returns a list of all elements sorted according to the specified comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<T>): List<T> {
    if (this is Collection) {
        if (size <= 1) return this.toList()
    }
    return toMutableList().apply { sortWith(comparator) }.asList()
}
```

```kotlin
/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Returns a 
 * Returns a 
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Returns a 
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Returns an array of Short containing all of the elements of this collection.
 */
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Returns a 
 * Returns a 
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
/**
 * Populates and returns the 
 * The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V>
```
destination.put(keySelector(element), element) } return destination } * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given collection. * If any two elements would have the same key returned by [keySelector] the last one gets added to the map. */

public inline fun <T, K, M : MutableMap<in K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function and returns a map where keys are elements from the given collection and values are lists of elements from the original collection. * The returned map preserves the entry iteration order of the keys produced from the original collection. */
@SinceKotlin("1.3")
public inline fun <K, Collection> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, List<V>> {
    val result = LinkedHashSet<K>(mapCapacity(collectionSizeOrDefault(12))).coerceAtLeast(16)
    return associateWithTo(result, valueSelector)
}

/**
 * Returns a [List] of all elements. * The returned list preserves the element iteration order of the original collection. */
public fun <T> Iterable<T>.toList(): List<T> {
    if (this is Collection) {
        return when (size) {
            0 -> emptyList()
            1 -> listOf(if (this is List) get(0) else iterator().next())
            else -> this.toMutableList().optimizeReadOnlyList()
        }
    }
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this collection. */
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection. */
public fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination] collection. */
public fun <T, C : MutableCollection<in T>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Returns a single map where keys are elements from the given collection and values are lists of elements from the original collection. */
@sample
samples.collections.Collections.Transformations.groupBy

Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

valueTransform: (T) -> V: Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

Destination collection: Map<K, MutableList<T>> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.put(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

\n
/**
 * Groups values returned by the \[valueTransform\] function applied to each element of the original collection\n * by the key returned by the given \[keySelector\] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @return The \[destination\] map\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <T, K, V>

Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V):

M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
        list.add(element)
    }
    return destination
}

/**
 * Creates a \[Grouping\] source from a collection to be used later with one of group-and-fold
 * operations\n * using the specified \[keySelector\] function to extract a key from each element.\n * \n * @sample samples.collections.Collections.Transformations.groupingByEachCount\n */
@SinceKotlin("1.1")
public inline fun <T, K>

Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given \[transform\] function
 * to each element in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given \[transform\] function
 * to each element and its index in the original collection.\n * \n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * \n * @sample samples.collections.Collections.Transformations.mapIndexed\n */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Applies the given \[transform\] function to each element and its index in the original collection\n * and appends only the non-null results to the given \[destination\].\n * \n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * \n * @sample samples.collections.Collections.Transformations.mapIndexedNotNull\n */
public inline fun <T, R : Any, C : MutableList<T>>

Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given \[transform\] function to each element and its index in the original collection\n * and appends the results to the given \[destination\].\n * \n * @param \[transform\] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n * \n * @sample samples.collections.Collections.Transformations.mapIndexedNotNullTo\n */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}
Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasNext()) {
    val e = iterator.next()
    if (max < e) max = e
}

return max

Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original collection.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasNext()) {
    val e = iterator.next()
    if (e.isNaN()) return e
    if (max < e) max = e
}

return max

Accumulates value starting with [initial] value and applying [operation] from right to left to current accumulator value and each element.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(iterator.previous(), accumulator)
}

return accumulator

Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original list and current accumulator value.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(checkIndexOverflow(index++), accumulator, element)
}

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (!iterator.hasNext()) {
    val e = iterator.next()
    if (max < e) max = e
}

return max

Accumulates value starting with [initial] value and applying [operation] from left to right to each element and current accumulator value.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasNext()) {
    val e = iterator.next()
    if (max < e) max = e
}

return max

Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(iterator.previous(), accumulator)
}

return accumulator

Accumulates value starting with [initial] value and applying [operation] from right to left to current accumulator value and each element.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasPrevious()) {
    val index = iterator.previousIndex()
    accumulator = operation(checkIndexOverflow(index++), accumulator, element)
}

return accumulator

Accumulates value starting with [initial] value and applying [operation] from left to right to each element with its index in the original collection.

\[ \text{max} = \text{iterator}.\text{next()} \]

while (iterator.hasNext()) {
    val index = iterator.previousIndex()
    accumulator = operation(iterator.previous(), accumulator)
}

return accumulator
public inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw 
    var index = 1
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Calculates the next accumulator value.
 */
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this)
        action(element) }
}

/**
 * Performs the given 
 * action on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public fun <T> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    if (this is Collection && isEmpty()) return null
    if (this is Iterable && isEmpty()) throw
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given 
 * predicate.
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * @param
 * 
 * @sample samples.collections.Collections.Aggregates.min
 */
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @param
 * 
 * @sample samples.collections.Collections.Aggregates.minBy
 */
public fun <T> Iterable<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var minElem = iterator.next()
    if (!iterator.hasNext()) return minElem
    var minValue = selector(minElem)
    do {
        val e = iterator.next()
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns `true` if the collection has no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.min(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns `true` if the collection has no elements.
 */
@SinceKotlin("1.1")
public fun Iterable<Double>.min(): Double? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    if (min.isNaN()) return min
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the largest value according to the provided 
 * comparator or `null` if there are no elements.
 */
public fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun <T> Iterable<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var maxValue = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
func List[T].reduceRight(operation: (T, acc: S) -> S) -> S
    val iterator = listIterator(size)
    if !iterator.hasNext()
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator

/**
 * Accumulates value starting from last element and applying [operation] from right to left
 * to each element with its index in the original list and current accumulator value.
 * @param operation function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.
 * @param initial accumulator value
 */
public inline fun <S, T : S> List<T>.reduceRightIndexed(operation: (Int, T, acc: S) -> S) -> S
    val iterator = listIterator(size)
    if !iterator.hasNext()
        throw UnsupportedOperationException("Empty list can't be reduced.")
    var accumulator = operation(index, iterator.next(), accumulator)
    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum

/**
 * Returns an original collection containing all the non-null elements, throwing an
 * [IllegalArgumentException] if there are any null elements.
 */
public fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
        && it == element) { removed = true; false } else true }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given [element].
 */
public operator fun <T> Iterable<T>.minus(element: T): List<T>
    val result = ArrayList<T>(collectionSizeOrDefault(10))
    var removed = false
    return this.filterTo(result) { if (!removed
        && it == element) { removed = true; false } else true }

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements].
 */
public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T>
    if (elements.isEmpty()) return this.toList()
    val other = elements.toHashSet()
    return this.filterNot { it in other }

/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements].
 */
public operator fun <T> Iterable<T>.minus(elements: Collection<out T>): List<T>
    if (elements.isEmpty()) return this.toList()
    return this.filterNot { it in other }

/**
 * Splits this collection into a list of lists each not exceeding the given [size].
 * The last list in the resulting list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.
 */
public fun <T> Iterable<T>.chunked(size: Int): List<List<T>>
    return windowed(size, size, partialWindows = true)

/**
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform] function to an each.
 * @param transform function to apply to each list
 * @return list of results of the [transform] applied to an each list.
 */
public fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R>
    return windowed(size, size, partialWindows = true, transform = transform)

/**
 * Returns a list containing all elements of the original collection except the first occurrence of the given [element].
 */
public fun <T> Iterable<T>.minus(element: T): List<T>
    return this.filterNot { it == element }
collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of 'hashCode' that doesn't change between successive invocations.

*un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un */un *un }
snapshot is a list.

Several last lists may have less elements than the given [size].

Both [size] and [step] must be positive and can be greater than the number of elements in this collection.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any.

By default `false` which means partial windows won't be preserved.

Samples: collections-Sequences.Transformations.takeWindows


if (this is RandomAccess & & this is List) {
    val thisSize = size
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<List<T>>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val windowSize = size.coerceAtMost(thisSize - index)
        if (windowSize < size & & !partialWindows) break
        result.add(List(windowSize) { this[it + index] })
        index += step
    }
    return result
}

if (this is RandomAccess & & !partialWindows) {
    val windowSize = size.coerceAtMost(thisSize - index)
    if (!partialWindows & & windowSize < size) break
    window.move(index, index + windowSize)
    result.add(transform(window))
    index += step
} return result

val window = MovingSubList(this)

while (index in 0 until thisSize) {
    val windowSize = size.coerceAtMost(thisSize - index)
    if (!partialWindows & & windowSize < size) break
    window.move(index, index + windowSize)
    result.add(transform(window))
    index += step
} return result

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.

* @sample samples.collections.Operations.zipIterable
*/
public infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index

* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

* @sample samples.collections.Operations.zipIterableWithTransform
*/
public infix fun <T, R> Iterable<T>.zip(other: Iterable>R): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection with the same index

* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

* @sample samples.collections.Operations.zipIterableWithTransform
*/

Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V>
{
    val first = iterator()
    val second = other.iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
        other.collectionSizeOrDefault(10)))
    while (first.hasNext() && second.hasNext())
    {
        list.add(transform(first.next(), second.next()))
    }
    return list
}

Iterable<T>.zipWithNext(): List<Pair<T, T>>
{
    return zipWithNext { a, b -> a to b }
}

Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R>
{
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext())
    {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A
{
    buffer.append(prefix)
    var count = 0
    for (element in this)
    {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) buffer.appendElement(element, transform)
        else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String
{
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

Iterable<T>.asIterable(): Iterable<T>
{
    return this
}

Iterable<T>.asSequence(): Sequence<T>
{
    return Sequence { this.iterator() }
}

Iterable<Byte>.average(): Double
{
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this)
    {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

Iterable<Short>.average(): Double
{
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this)
    {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

Iterable<Int>.average(): Double
{
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this)
    {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

Iterable<Long>.average(): Double
{
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this)
    {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun <T> Iterable<T>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun <T> Iterable<T>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun <T> Iterable<T>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun <T> Iterable<T>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun <T> Iterable<T>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun <T> Iterable<T>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun <T> Iterable<T>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun <T> Iterable<T>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/**
 * Returns an immutable list
 * containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> =
    arrayListOf(element)

/**
 * Returns an immutable set
 * containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> =
    hashSetOf(element)

/**
 * Returns an immutable map,
 * mapping only the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> =
    hashMapOf(pair)

/**
 * Fills the list with the provided value.
 * Each element in the list gets replaced with the specified value.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex)
        this[index] = value
}

/**
 * Randomly shuffles elements in
 * this list.
 */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit =
    shuffle(Random)
Returns a new list with the elements of this list randomly shuffled.

```kotlin
public actual fun <T: MutableList<T>>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n
private fun <T> MutableList<T>.sort(): Unit {\n    collectionsSort(this, naturalOrder())\n}

private fun <T> collectionsSort(list: MutableList<T>,\n    comparator: Comparator<in T>) {\n    if (list.size <= 1) return\n
    val array = copyToArray(list)\n    sortArrayWith(array, comparator)\n
    for (i in 0 until array.size) {\n        list[i] = array[i]\n    }\n}
```

Other functions and classes related to `kotlin.collections` package are also present throughout the code snippet. This package is used for various list manipulation operations, such as sorting, shuffling, and iterating over lists.

The code snippet also includes comments indicating that the basis of the code in JavaScript is for `ArrayBuffer` manipulation, which is a part of the JavaScript core. The package `kotlin.collections` provides a rich set of utilities for working with collections in the Kotlin language, which is often used in Android development due to its concise syntax and powerful features.
@file:kotlin.jvm.JvmMultifileClass@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

import kotlin.random.

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("ComparisonsKt")

package kotlin.comparisons

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

import kotlin.random.

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T, comparator: Comparator<in T>): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float
/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the smaller of three values according to the order specified by the given 
* comparator.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values according to the order specified by the given 
* comparator.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/**
 * Returns a List containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of 
* transform function being invoked on each entry of original map.
 */
public inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of 
* transform function being invoked on each entry of original map, to the given 
* destination.
 */
public inline fun <K, V, R, C :MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {
    forEach {
        element -> transform(element)?.let { destination.add(it) } }
    return destination
}

/**
 * Applies the given 
* transform function to each entry of the original map
* and appends the results to the given 
* destination.
 */
public inline fun <K, V, R, C :MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns `true` if all entries match the given 
* predicate.
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if map has at least one entry.
 */
public fun <K, V> Map<out K, V>.any(): Boolean
```kotlin
/**
 * Returns `true` if at least one entry matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    return !isEmpty()
}

/**
 * Returns the number of entries matching the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {
    return count().filter { predicate(it) }.count()
}

/**
 * Performs the given [action] on each entry.
 */
@kotlin.internal.HidesMembers
public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {
    forEach { action(it) }
}

/**
 * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
    return maxBy(selector)
}

/**
 * Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no entries.
 * @sample samples.collections.Collections.Aggregates.maxWith
 */
    return maxWith(comparator)
}

/**
 * Performs the given [action] on each entry and returns the map itself afterwards.
 * @sample samples.collections.Collections.Aggregates.onEach
 */
@SinceKotlin("1.1")
public inline operator fun <M> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply { for (element in this) action(element) }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 * @sample samples.collections.Collections.Aggregates.asIterable
 */
public operator fun <T> Collection<T>.asIterable(): Iterable<T> =

private fun <K, V, R> Map<out K, V>, R >.asSequence(): Sequence<R> =
```

---

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")

package kotlin.sequences

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//

import kotlin.random.*

/**
 * Returns `true` if [element] is found in the sequence.
 * @sample LICENSE.txt
 */
fun <T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}
```
[index] is out of bounds of this sequence.
The operation is _terminal_.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.elementAt

public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index \$index.") }
}

public fun <T> Sequence<T>.elementAt(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
public fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.findIndex
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.findLast
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns the first element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.first
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * @sample samples.collections.Collections.Elements.first
 */
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns the first element, or `null` if the sequence is empty.
 * @sample samples.collections.Collections.Elements.firstOrNull
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.firstOrNull
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOf
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOfFirst
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOfLast
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.last
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @sample samples.collections.Collections.Elements.lastOrNull
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the first element in a non-empty sequence.
 * @sample samples.collections.Collections.Elements.first
 */
public fun <T> Sequence<T>.firstInSequence(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate] in a non-empty sequence.
 * @sample samples.collections.Collections.Elements.firstMatching
 */
public inline fun <T> Sequence<T>.firstMatching(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns the first element, or null if the sequence is empty.
 * @sample samples.collections.Collections.Elements.firstOrNull
 */
public fun <T> Sequence<T>.firstOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate], or null if no such element was found.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.firstOrNull
 */
public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element)) return element
    return null
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOf
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOfFirst
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Elements.indexOfLast
 */
public inline fun <T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index) if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * @sample samples.collections.Collections.Elements.last
 */
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @sample samples.collections.Collections.Elements.lastOrNull
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}
element is found.
*ln * The operation is _terminal_.
*/
public inline fun <T> Sequence<T>.last(predicate: (T) -
> Boolean): T {ln var last: T? = null
var found = false
for (element in this)
{ln if (predicate(element))
{ln last = element
found = true
}ln }ln if (!found)
throw
NoSuchElementException("Sequence contains no element matching the predicate.");
@Suppress("UNCHECKED_CAST")
return last as T

/**
 * Returns last index of [element], or -1 if the
sequence does not contain element.
* The operation is _terminal_.
*/
public <@kotlin.internal.OnlyInputTypes T> Int {ln var lastIndexOf = -1
var index = 0
for (item in this)
{ln checkIndexOverflow(index)
{ln lastIndexOf = index
index += 1
}ln return lastIndexOf

/**
 * Returns the last element, or 'null' if the sequence
is empty.
* The operation is _terminal_.
*/
public fun <T> Sequence<T>.lastOrNull(): T? {
var last = iterator.next()
while (iterator.hasNext())
{last = iterator.next()
}ln return last

/**
 * Returns the single element,
or throws an exception if the sequence is empty or has more than one element.
* The operation is _terminal_.
*/
public fun <T> Sequence<T>.single(): T {
val iterator = iterator()
if (!iterator.hasNext())
throw
NoSuchElementException("Sequence is empty.");
val single = iterator.next()
if (iterator.hasNext())
throw
IllegalArgumentException("Sequence has more than one element.");
}ln return single

/**
 * Returns only one element matching the given
[predicate], or throws exception if there is no or more than one matching
element.
* The operation is _terminal_.
*/
public <T> Sequence<T>.singleOrNull(): T? {
val iterator = iterator()
if (!iterator.hasNext())
return null
val single = iterator.next()
if (iterator.hasNext())
return null
return single

/**
 * Returns only one element matching the given
[predicate], or `null` if element was not
found or more than one matching
element.
* The operation is _terminal_.
*/
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
var single: T? = null
var found = false
for (element in this)
{ln if (predicate(element))
{ln if (found) throw
IllegalArgumentException("Sequence contains more than one matching element.");
}ln single = element
found = true
}ln if (!found)
throw
NoSuchElementException("Sequence contains no element matching the predicate.");
@Suppress("UNCHECKED_CAST")
return single

/**
 * Returns all elements except first 
[n] elements.
* The operation is _intermediate_ and _stateless_.
* @throws
IllegalArgumentException if 
[n] is negative.
*/
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
val require(n > 0) { "Requested element count $n is less than zero." }
return when {

else -> DropSequence(this, n)

/**
 * Returns all elements except first elements that satisfy the given
[predicate].
* The operation is _intermediate_ and _stateless_.
*/
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
val return DropWhileSequence(this, predicate)

/**
 * Returns all elements matching the given
[predicate].
* The operation is _intermediate_ and _stateless_.
*/
public <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
val return FilteringSequence(this, true, predicate)

/**
 * Returns a sequence containing all elements except first elements that satisfy the given
[predicate].
* The operation is _intermediate_ and _stateless_.
*/
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
// TODO:
Rewrite with generalized MapFilterIndexingSequence
\nreturn TransformingSequence(FilteringSequence(IndexingSequence(this), true, \{ predicate(it.index, it.value) \}), \{ it.value \}) \n\n\n* Append all elements matching the given [predicate] to the given [destination].
\n\n* The operation is _terminal_.
\n\n@public inline fun <T, C : MutableCollection<T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (Int, T) -> Boolean): C {
    for (index, element) in this
        if (predicate(index, element)) destination.add(element)
    return destination
}
\n\n\n// Returns a sequence containing all elements that are instances of specified type parameter
\n\n@public fun <R> Sequence<@kotlin.internal.NoInfer R>.filterIsInstance(): Sequence<R> {
    return filter { it is R } as Sequence<R>
}
\n\n\n// Appends all elements that are instances of specified type parameter R to the given [destination].
\n\n@public fun <R, C : MutableCollection<R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
    for (element in this) if (element is R) destination.add(element)
    return destination
}
\n\n\n// Returns a sequence containing all elements not matching the given [predicate].
\n\n@public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, \{ predicate(it.index, it.value) \}) \n\n\n* Returns a sequence containing all elements that are not `null`.
\n\n* The operation is _terminal_.
\n\n@public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
\n\n\n// Returns a sequence containing all elements not matching the given [predicate] to the given [destination].
\n\n@public fun <C : MutableCollection<in T>, T : Any> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}
\n\n\n// Appends all elements matching the given [predicate] to the given [destination].
\n\n@public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
\n\n\n// Returns a sequence containing first [n] elements.
\n\n@public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    \n\n| require(n >= 0) \{ "Requested element count \n is less than zero." \} \n\n| return when {
\n| n == 0 -> emptySequence()
\n| this is DropTakeSequence -> this.take(n)
\n| else -> TakeSequence(this, n)
\n| }
\n\n* Returns a sequence containing first elements satisfying the given [predicate].
\n\n* The operation is _terminal_.
\n\n@public fun <T, C : MutableCollection<in T>> TakeWhileSequence(this, predicate: (T) -> Boolean): Sequence<T> {
    \n\n| return TakeWhileSequence(this, predicate) \n\n| \n\n\n* Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
\n\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
\n\n* The operation is _intermediate_ and _stateful_.
\n\n@public inline fun <T, R : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    \n\n| return object : Sequence<T> {
\n| override fun iterator(): Iterator<T> {
\n| val sortedList = this.toSortedMutableList() \n\n| \n\n\n* Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.
\n\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
\n\n* The operation is _intermediate_ and _stateful_.
\n\n@public fun <T : Comparable<T>> Sequence<T>.sortedWith(selector: (T) -> R?): Sequence<T> {
    \n\n| return sortedWith(compareBy(selector)) \n\n\n| \n\n
descending according to natural sort order of the value returned by specified [selector] function.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

The operation is _intermediate_ and _stateful_.

Sorts descending according to their natural sort order.

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

The operation is _intermediate_ and _stateful_.

Sorts descending according to the specified [comparator].

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.

The operation is _intermediate_ and _stateful_.

Sorts descending according to the specified [comparator].
The returned map preserves the entry iteration order of the original sequence.

```kotlin
public inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}
```

This function returns a map where the keys are the elements of the original sequence and the values are given by the `valueSelector` function. The returned map preserves the entry iteration order of the original sequence.

```kotlin
public fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

This function appends all elements of the original sequence to the given `MutableCollection`. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>())
}
```

This function returns a `HashSet` of all elements in the original sequence. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.toList(): List<T> {
    return this.toMutableList().optimizeReadOnlyList()
}
```

This function returns a `List` containing all elements of the original sequence. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.toMutableList(): MutableList<T> {
    return toCollection(ArrayList<T>())
}
```

This function returns a `MutableList` of all elements in the original sequence. The operation is _terminal_.

```kotlin
public fun <T> Sequence<T>.toSet(): Set<T> {
    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()
}
```

This function returns a `Set` of all elements in the original sequence. The returned set preserves the entry iteration order of the original sequence. The operation is _terminal_.

```kotlin
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {
    return FlatteningSequence(this, transform, { it.iterator() })
}
```

This function returns a single sequence of all elements from results of `transform` function being invoked on each element of the original sequence. The operation is _intermediate_ and _stateless_.

```kotlin
public inline fun <T, R, C : MutableCollection<in R>>
    Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
```

This function appends all elements yielded from results of `transform` function being invoked on each element of the original sequence to the given `MutableCollection`. The operation is _terminal_.

```kotlin
public inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}
```

This function groups elements of the original sequence by the key returned by the given `keySelector` function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original sequence.

```kotlin
public inline fun <T, K, M : MutableMap<in K, MutableList<T>>>
    Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<T>() }
```

This function groups elements of the original sequence by the key returned by the given `keySelector` function and returns a map where each group key is associated with a list of corresponding elements. The returned map preserves the entry iteration order of the keys produced from the original sequence.

```kotlin
public fun <T, K> Sequence<T>.groupByBy(keySelector: (T) -> K, valueTransform: (T) -> V):
    Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

This function groups values returned by the `valueTransform` function applied to each element of the original sequence by the key returned by the given `keySelector` function applied to the element. The returned map preserves the entry iteration order of the keys produced from the original sequence.
```kotlin
list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * \n * @return The [destination] map\n * \n * The operation is _terminal_\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrElse(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @param \n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element in the
 * original sequence.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.map\n */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.\n * \n * The operation is _intermediate_ and _stateless_.\n */
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence.\n * \n * The operation is _intermediate_ and _stateless_.\n */
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {
    return TransformingIndexedSequenceNotNull(this, transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original sequence\n * and appends the results only the non-null results to the given\n * [destination].\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    for (index in 0 until this.size) {\n        destination.add(transform(index, this[index]))\n    }\n    return destination
}

/**
 * Applies the given [transform] function to each element of the original sequence\n * and appends the results to the given [destination].\n * \n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.map\n */
public inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (element in this) {\n        destination.add(transform(element))\n    }\n    return destination
}
```
max

while (iterator.hasNext()) {
    val e = iterator.next()
    if (e.isNaN()) return e
    if (max > e) max = e
}

return max

* Returns the smallest element or ‘null’ if there are no elements.

* If any of elements is ‘NaN’ returns ‘NaN’. * The operation is _terminal_.

* Returns the largest element or ‘null’ if there are no elements.

* Returns the smallest element or ‘null’ if there are no elements.

* The operation is _terminal_.

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* Returns the smallest element or ‘null’ if there are no elements.
array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have
a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

The operation is _intermediate_ and _stateful_.

public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T>
{...

}
added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result. The operation is _intermediate_ and _stateless_.

```
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).flatten()
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list. Several last lists may have less elements than the given [size] and [step] must be positive and can be greater than the number of elements in this sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved
 */
@SinceKotlin("1.2")
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.
 * The resulting sequence ends as soon as the shortest input sequence ends.
 * @param other
 */
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}
```

```
val iterator = iterator() /* The operation is _intermediate_ and _stateless_. */
```
while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }
    return current
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample
 */
public fun <T: Appendable> Sequence<T>.joinTo(buffer: T, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence)? = null): T {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        else break
    } else break
    if (limit >= 0 && count <= limit) buffer.appendElement(element, transform)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * The operation is _terminal_.
 * @sample
 */
public fun <T> Sequence<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.
 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a [Sequence].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Sequence<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
sequence.<br>

The operation is _terminal_.

*/
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")

package kotlin.collections

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/stdlib

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given 
* element.
* The returned set preserves the element iteration order of the original set.
*/
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
* elements array.
* The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have<br> a correct and stable implementation of 'hashCode()' that doesn't change between successive invocations.
*/
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given 
* elements collection.
* The returned set preserves the element iteration order of the original set.
* The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have<br> a correct and stable implementation of 'hashCode()' that doesn't change between successive invocations.
*/
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}

/**
 * Returns a set containing all elements of the original set except the given 
* element.
* The returned set preserves the element iteration order of the original set.
* The returned set preserves the element iteration order of the original set.
* The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have<br> a correct and stable implementation of 'hashCode()' that doesn't change between successive invocations.
*/
public operator fun <T> Set<T>.minusElement(element: T): Set<T> {
    return minus(element)
}

/**
 * Returns a set containing all elements of the original set and then the given 
* element if it isn't already in this set.
* The returned set preserves the element iteration order of the original set.
*/
public operator fun <T> Set<T>.plus(element: T): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + 1))
    result.addAll(this)
    result.add(element)
    return result
}
original set and the given [elements] array, which aren't already in this set. The returned set preserves the element iteration order of the original set and the given [elements] collection, which aren't already in this set. The returned set preserves the element iteration order of the original set and the given [elements] collection, which aren't already in this set.

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The returned set preserves the element iteration order of the original set and the given [elements] collection, which aren't already in this set.
count $n$ is less than zero.\" }\n    return substring(n.coerceAtMost(length))\n}\n/**
 * Returns a subsequence of this char sequence with the last [n] characters removed.\n * @throws IllegalArgumentException if [n] is negative.\n * @sample samples.text.Strings.drop\n */
public fun CharSequence.dropLast(n: Int): CharSequence {
    require(n >= 0) { \"Requested character count $n is less than zero.\" }
    return return take((length - n).coerceAtLeast(0))\n}\n/**
 * Returns a string with the last [n] characters removed.\n * @throws IllegalArgumentException if [n] is negative.\n * @sample samples.text.Strings.drop\n */
public fun String.dropLast(n: Int): String {
    require(n >= 0) { \"Requested character count $n is less than zero.\" }
    return return take((length - n).coerceAtLeast(0))\n}\n/**
 * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].\n * @throws IllegalArgumentException if [predicate] does not match the original sequence.\n * @sample samples.text.Strings.drop\n */
public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)\n    return \"\"\n}\n/**
 * Returns a string containing all characters except last characters that satisfy the given [predicate].\n * @throws IllegalArgumentException if [predicate] does not match the original sequence.\n * @sample samples.text.Strings.drop\n */
public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)\n    return \"\"\n}\n/**
 * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n * @sample samples.text.Strings.drop\n */
public inline fun CharSequence.dropNot(p
CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    val element = get(index)
    if (predicate(element)) destination.append(element)
    return destination
}

public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return ""
    return subSequence(indices)
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
public fun String.slice(indices: IntRange): String {
    if (indices.isEmpty()) return ""
    return substring(indices)
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val result = StringBuilder(indices.collectionSizeOrDefault(10))
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a string containing characters of the original string at specified [indices].
 */
public fun String.slice(indices: Iterable<Int>): String {
    return substring(indices)
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.
 */
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 */
public fun CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
 * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.
 */
public fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].
 */
public inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return substring(index + 1)
        }
    }
    return this
}

/**
 * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length) {
        if (!predicate(this[index])) {
            return subSequence(0, index)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing the first characters that satisfy the given [predicate].
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length) {
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    }
    return this
}

/**
 * Returns a char sequence with characters in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequences).reversed().toString()
}
same key the last one gets added to the map.

* The returned map preserves the entry iteration order of the original char sequence.

* **Public inline fun `<K, V>` CharSequence.associate(transform: `(Char) -> Pair<K, V>`):**

  Map<K, V> { `\n  val capacity = mapCapacity(length).coerceAtLeast(16)` `\n  return
  associateTo(LinkedHashMap<K, V>(capacity), transform)\n  `}

* **Returns a `[Map]` containing the characters from the given char sequence indexed by the key returned from [keySelector] function applied to each character.\n  *\n  * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n  *\n  * The returned map preserves the entry iteration order of the original char sequence.\n
* **Public inline fun `<K>` CharSequence.associateBy(keySelector: `(Char) -> K):**

  Map<K, Char> { `\n  val capacity = mapCapacity(length).coerceAtLeast(16)` `\n  return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)` `\n  `}

* **Returns a `[Map]` containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.\n  *\n  * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n  *\n  * The returned map preserves the entry iteration order of the original char sequence.\n
* **Public inline fun `<K>` CharSequence.associateByTo(destination: `M`, keySelector: `(Char) -> K):**

  `M` { `\n  for (element in this)` `\n  destination.put(keySelector(element), element)` `\n  return destination` `\n  `}

* **Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each character of the given char sequence.\n  *\n  * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n
* **Public inline fun `<K, V>` CharSequence.associateByTo(destination: `M`, keySelector: `(Char) -> K`, valueTransform: `(Char) -> V):**

  `M` { `\n  for (element in this)` `\n  destination.put(keySelector(element), valueTransform(element))` `\n  return destination` `\n  `}

* **Populates and returns the [destination] mutable map with key-value pairs produced by the [valueSelector] function applied to each character of the given char sequence.\n  *\n  * If any two characters are equal, the last one overwrites the former value in the map.\n
* **Public inline fun `<V>` CharSequence.associateWith(valueSelector: `(Char) -> V):**

  `HashSet<Char>` { `\n  return toHashSet` `\n  `}

* **Returns a `[HashSet]` of all characters.\n
* **Public inline fun `<V>` CharSequence.toList():**

  `List<Char>` { `\n  return` `\n  `}

* **Returns a `[List]` containing all characters.\n
---

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> emptyList() \n 1 -> listOf(this[0]) \n else -> this.toMutableList() \n |\n\n\n*/\n
* Returns a [MutableList] filled with all characters of this char sequence.\n */\n
funCharSequence.toMutableList(): 
MutableList<Char> \n return toCollection(ArrayList<Char>[length])? \n emptyList(){ \n return toCollection(LinkedList<Char>[mapCapacity(length)])? \n otherwise \n
*/ \n
* Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.\n
*/\n
inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> { \n return flatMapTo(ArrayList<R>(), transform)? \n emptyList(){ \n return toCollection(ArrayList<R>(), transform)? \n otherwise \n
*/ \n
* Groups characters of the original char sequence by the key returned by the given [keySelector] function * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n
*/ \n
* @sample samples.collections.Collections.Transformations.groupByEachCount
*/

@SinceKotlin("1.1")
public inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> { \n return object : Grouping<Char, K> { \n override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator() \n override fun keyOf(element: Char): K = keySelector(element) \n override fun override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator() \n override fun override fun keyOf(element: Char): K = keySelector(element) \n
*/
@param [transform] function that takes the index of a character and the character itself
@<transform> inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    @param [transform] function that takes the index of a character and the character itself
   and returns the result of the transform applied to the character.
    return mapIndexedTo(ArrayList<R>(length), transform)
   * @param [transform] function that takes the index of a character and the character itself
   and returns the result of the transform applied to the character.
    return mapIndexedTo(ArrayList<R>(length), transform)
}
index of a character, current accumulator value
* and the character itself, and calculates the next accumulator
value.
```kotlin
public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}
```

```kotlin
/**
 * Performs the given [action] on each character.
 */
public inline fun <R> CharSequence.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each character, providing sequential index with the character.
 */
public inline fun <R> CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
```

```kotlin
/**
 * Returns the largest character or `null` if there are no characters.
 */
public fun CharSequence.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}
```

```kotlin
/**
 * Returns the smallest character or `null` if there are no characters.
 */
public fun CharSequence.min(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.
 */
public fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) < 0) min = e
    }
    return min
}
```

```kotlin
/**
 * Returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.
 */
public fun(CharSequence.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) > 0) max = e
    }
    return max
}
```

```kotlin
/**
 * Performs the given [action] on each character and returns the char sequence itself
 */
```
afterwards.

```kotlin
@SinceKotlin("1.1")
public inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {
    return apply { for (element in this) action(element) } // Accumulates value starting with the first character and applying [operation] from left to right to current accumulator value and each character.

@SinceKotlin("1.1")
public inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

@SinceKotlin("1.1")
public inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.1")
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.1")
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

@SinceKotlin("1.2")
public fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

@SinceKotlin("1.2")
public fun(CharSequence) sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

The last string in the resulting list may have less characters than the given [size].

*param size The number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.*
CharSequence.chunkedSequence(size: Int): Sequence<String> { 
    return chunkedSequence(size) { it.toString() } 
}

CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> { 
    return chunkedSequence(size) { transform(it) } 
}

CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> { 
    val first = StringBuilder() 
    val second = StringBuilder() 
    for (element in this) { 
        if (predicate(element)) { 
            first.append(element) 
        } else { 
            second.append(element) 
        } 
    } 
    return Pair(first, second) 
}

String.partition(predicate: (Char) -> Boolean): Pair<String, String> { 
    val first = StringBuilder() 
    val second = StringBuilder() 
    for (element in this) { 
        if (predicate(element)) { 
            first.append(element) 
        } else { 
            second.append(element) 
        } 
    } 
    return Pair(first.toString(), second.toString()) 
}

CharSequence.windowed(size: Int, step: Int = 1): Sequence<String> { 
    return windowed(size, step) { it.toString() } 
}

CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> { 
    checkWindowSizeStep(size, step) 
    val thisSize = this.length 
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1 
    val result = ArrayList<String>(resultCapacity) 
    var index = 0 
    while (index in 0 until thisSize) { 
        val end = index + size 
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end 
        result.add(transform(subSequence(index, coercedEnd))) 
        index += step 
        val returnResult = result[index] 
    } 
    return result 
}

CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> { 
    checkWindowSizeStep(size, step) 
    val thisSize = this.length 
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1 
    val result = ArrayList<R>(resultCapacity) 
    var index = 0 
    while (index in 0 until thisSize) { 
        val end = index + size 
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end 
        result.add(transform(subSequence(index, coercedEnd))) 
        index += step 
        val returnResult = result[index] 
    } 
    return result 

sequence.

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having

```
leading and trailing characters matching the [predicate] removed.

CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {
    var startFound = false
    var endIndex = length - 1
    var startIndex = 0
    var endIndex = length
    var match = predicate(this[index])
    if (!startFound) {
        if (!match) {
            startIndex += 1
            if (!startFound) {
                endIndex -= 1
            }
        }
    }
    return subSequence(startIndex, endIndex + 1)
}

Returns a string having leading and trailing characters matching the [predicate] removed.

String.trim(predicate: (Char) -> Boolean): String {
    if (this as CharSequence).trim(predicate).toString() != this
        return subSequence(0, index + 1)
    return this
}

Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.

String.trimStart(predicate: (Char) -> Boolean): String {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

Returns a string having leading characters from the [chars] array removed.

String.trimStart(vararg chars: Char): CharSequence {
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
}

Returns a string having trailing characters from the [chars] array removed.

String.trimEnd(vararg chars: Char): CharSequence {
    for (index in this.indices.reversed())
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
}

Returns a string having trailing characters matching the [predicate] removed.

String.trimStart(vararg chars: Char): String {
    if (this as CharSequence).trimStart(vararg chars).toString() != this
        return subSequence(index, length)
    return this
}

Returns a string having trailing characters from the [chars] array removed.

String.trimEnd(vararg chars: Char): String {
    if (this as CharSequence).trimEnd(vararg chars).toString() != this
        return subSequence(index, length)
    return this
}

Returns a string having trailing whitespace removed.

String.trim(): String {
    val builder = StringBuilder(length)
    for (i in 1..(length - this.length))
        builder.append(' ')
    return builder.append(this)
}

Returns a char sequence with content of this char sequence padded at the beginning to the specified length with the specified character or space. @param length the desired string length. @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default. @return Returns a char sequence of length at least [length] consisting of `this`’ char sequence prepended with [padChar] as many times as are necessary to reach that length. @throws IllegalArgumentException if (length < 0) throw IllegalArgumentException("Desired length $length is less than zero.")

if (length <= 0) return this

StringBuilder(length) for (i in 1..(length - this.length)) sb.append(padChar)
return sb.append(this).toString()
sb
}

/**
 * Pads the string to the specified [length] at the beginning with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a string of length at least [length] consisting of `this` string prepended with [padChar] as many times as are necessary to reach that length.
 */
public fun String.padStart(length: Int, padChar: Char = ' '): String = (this as CharSequence).padStart(length, padChar).toString()

/**
 * Returns a char sequence with content of this char sequence padded at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a char sequence of length at least [length] consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.
 */
public fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {
    if (length < 0)
        throw IllegalArgumentException("Desired length $length is less than zero.")
    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length))
        sb.append(padChar)
    return sb.toString()
}

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a string of length at least [length] consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String = (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is empty (contains no characters).
 * @sample samples.text.Strings.stringIsEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isEmpty(): Boolean = length == 0

/**
 * Returns `true` if this char sequence is not empty.
 * @sample samples.text.Strings.stringIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || isBlank()
}

/**
 * Iterator for characters of the given char sequence.
 */
public operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {
    private var index = 0

    public override fun nextChar(): Char = get(index++)

    public override fun hasNext(): Boolean = index < length
}

/** Returns the string if it is not `null`, or the empty string otherwise.
 * @sample samples.text.Strings.stringIfEmpty
 */
@kotlin.internal.InlineOnly
public inline fun String?.orEmpty(): String = this ?: ""

/**
 * Returns this char sequence if it's not empty and doesn't consist solely of whitespace characters, or the result of calling [defaultValue] function otherwise.
 * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns `true` if this char sequence contains at least one character that is not a whitespace character.
 * @sample samples.text.Strings.stringIsNotBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotBlank(): Boolean = !isBlank()
character indices for this char sequence.

*\n\n\npublic val CharSequence.indices: IntRange
\nget() = 0..length - 1
\n
*\n\n\npublic val CharSequence.lastIndex: Int
\nget() = this.length - 1
\n
*\n\n\npublic fun CharSequence.hasSurrogatePairAt(index: Int): Boolean
\n{ return
\n    index in 0..length - 2
    && this[index].isHighSurrogate()
    && this[index + 1].isLowSurrogate()
}

*\n\n\npublic val CharSequence.indices: IntRange
\n    get() = 0..length - 1
\n
/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

*\n\n\npublic val CharSequence.indices: IntRange
\n    get() = 0..length - 1
\n
/**
 * Returns a substring specified by the given [range] of indices.
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.
 */
public fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence.
 * This extension is chosen only for invocation with old-named parameters.
 * Replace parameter names with the same as those of [CharSequence.subSequence].
 *\n\n\n*/
@kotlin.internal.InlineOnly
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false
\nwarning@Depreciated("\n\n\n\nUse parameters named startInd and endInd.", ReplaceWith("subSequence(startInd = start, endInd = end)\n\n\n\n\n")
\n\n\n\n\npublic string(substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1))
\n\n\n\n\n
```kotlin
public fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)
}

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 * @param replacement The index of the first character after the replacement to keep in the string.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    this.substring(0, startIndex) + replacement + this.substring(endIndex, length)

/**
 * Replaces the part of the string at the given range with the [replacement] string.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    this.substring(0, startIndex) + replacement + this.substring(endIndex, length)

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 */
public fun String.removeRange(startIndex: Int, endIndex: Int): String {
    return substring(0, startIndex) + this.substring(endIndex, length)
}

/**
 * Replaces the part of a string at the given range with the [replacement] string.
 * @param startIndex the index of the first character to be replaced.
 * @param endIndex the index of the first character after the replacement to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    this.substring(0, startIndex) + replacement + this.substring(endIndex, length)

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 */
public fun String.removeRange(range: IntRange): String {
    return substring(0, range.start) + this.substring(range.endInclusive + 1, length)
}

/**
 * Replaces the part of a string at the given range with the [replacement] string.
 * @param range The index of the first character after the replacement to keep in the string.
 */
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(range: IntRange, replacement: String): String =
    this.substring(0, range.start) + replacement + this.substring(range.endInclusive + 1, length)

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 */
public fun String.removePrefix(prefix: String): String {
    return if (startsWith(prefix)) {
        substring(prefix.length, length)
    } else {
        this
    }
}

/**
 * If this string starts with the given [prefix], returns a copy of this string
 * with the prefix removed. Otherwise, returns this string.
 */
@kotlin.internal.InlineOnly
public inline fun String.removePrefix(prefix: String): String =
    if (startsWith(prefix)) {
        substring(prefix.length, length)
    } else {
        this
    }

/**
 * Returns a char sequence with content of this char sequence where its part at the given range
 * is replaced with the [replacement] char sequence.
 */
public fun String.removeSuffix(suffix: String): String {
    return if (endsWith(suffix)) {
        substring(0, length - suffix.length)
    } else {
        this
    }
}
```

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removed. Otherwise, returns this string.

If (endsWith(suffix)) {
    return substring(0, length - suffix.length)
}
return this

When this char sequence starts with the given [prefix] and ends with the given [suffix],
* otherwise returns a new char sequence having both the given [prefix] and [suffix] removed.

Otherwise returns a new char sequence with the same characters.

*public fun String.removeSuffix(suffix: CharSequence): String {
}
replacement) Replace part of string before the last occurrence of given delimiter with the [replacement] string. * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.

*public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String


* @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.

* * @n

return regex.replace(this, transform) * Returns the first occurrence of the given regular expression in this char sequence with specified [replacement] expression.

* * @n

replaceRange(0, index, replacement) * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.

* * @n

replaceFirst(regex: Regex, replacement: String): String

* * @n

matches(regex: Regex): Boolean

* * @n

regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean

* * @n

startsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String

* * @n

commonPrefixWith other: CharSequence, ignoreCase: Boolean = false): String

* * @n

shortestLength = minOf(this.length, other.length) * *public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

*

return regex.replace(this, transform) * Returns the first occurrence of the given regular expression in this char sequence with specified [replacement] expression.

* * @n

replaceRange(0, index, replacement) * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.

* * @n

replaceFirst(regex: Regex, replacement: String): String

* * @n

matches(regex: Regex): Boolean

* * @n

regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean

* * @n

startsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String

* * @n

shortestLength = minOf(this.length, other.length) * *public fun String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

*

return regex.replace(this, transform) * Returns the first occurrence of the given regular expression in this char sequence with specified [replacement] expression.

* * @n

replaceRange(0, index, replacement) * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.

* * @n

replaceFirst(regex: Regex, replacement: String): String

* * @n

matches(regex: Regex): Boolean

* * @n

regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean

* * @n

startsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(char: Char, ignoreCase: Boolean = false): Boolean

* * @n

startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean

* * @n

commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String

* * @n

shortestLength = minOf(this.length, other.length)
public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {
    if (!ignoreCase && strings.size == 1) {
        return nativeIndexOfAny(chars = strings.single(), startAtIndex = startIndex)
    }
    if (this is String && strings are String) {
        val shortestLength = minOf(this.length, strings.size)
        var i = 0
        while (i < shortestLength) {
            if (this[i].equals(strings[i], ignoreCase)) {
                return i
            }
            i++
        }
        return -1
    } else {
        val indices = if (!last)
            rangeClosed(startIndex, lastIndex)
        else
            rangeClosed(lastIndex, startIndex)
        val matchingString = strings.firstOrNull { it.regionMatches(0, this, i, it.length, ignoreCase) }
        if (matchingString != null)
            return startIndex + matchingString.length
    }
    return -1
}

private fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeIndexOfAny(chars = chars.single(), startAtIndex = startIndex)
    }
    val charAtIndex = get(index)
    if (chars.any { it.equals(charAtIndex, ignoreCase) })
        return index
    for (index in startIndex.coerceAtLeast(0)..lastIndex) {
        val matchingChar = chars.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) }
        if (matchingChar != null)
            return index to matchingChar
    }
    return -1
}

public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int, endIndex: Int, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeIndexOfAny(chars = chars.single(), startIndex = startIndex, endIndex = endIndex)
    }
    val charAtIndex = get(index)
    if (chars.any { it.equals(charAtIndex, ignoreCase) })
        return index
    for (index in startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)) {
        val matchingChar = chars.firstOrNull { it.regionMatches(0, this, index, chars.size, ignoreCase) }
        if (matchingChar != null)
            return index to matchingChar
    }
    return -1
}

public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
    if (!ignoreCase && chars.size == 1 && this is String) {
        return nativeLastIndexOfAny(chars = chars.single(), startAtIndex = startIndex, endIndex = endIndex)
    }
    val charAtIndex = get(index)
    if (chars.any { it.equals(charAtIndex, ignoreCase) })
        return index
    for (index in startIndex.coerceAtMost(lastIndex) downTo endIndex.coerceAtLeast(0)) {
        val matchingChar = chars.firstOrNull { it.regionMatches(0, this, index, chars.size, ignoreCase) }
        if (matchingChar != null)
            return index to matchingChar
    }
    return -1
}

val String.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength) {
        if (this[i].equals(other[i], ignoreCase)) {
            i++
        } else {
            i--
        }
    }
    return subSequence(thisLength - i, thisLength).toString()
}

public fun Collection<String>.commonSuffixWith(*strings: String?): String {
    val shortestLength = minOf(*strings.map { it.length })
    var i = 0
    while (i < shortestLength) {
        if (strings.firstOrNull { it.regionMatches(0, this, i, it.length, ignoreCase) })
            return index
        i++
    }
    return subSequence(thisLength - i, thisLength).toString()
}

public fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength) {
        if (this[i].equals(other[i], ignoreCase)) {
            i++
        } else {
            i--
        }
    }
    return subSequence(thisLength - i, thisLength).toString()
}

@throws(NullPointerException)
at that position.

```kotlin
@

public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0,
  ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last =
false)*
  * Finds the last occurrence of any of the specified [strings] in this char sequence.
  * starting from the specified [startIndex] and optionally ignoring the case.
  * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return A pair of an index of the last occurrence of matched string from [strings] and the string matched or `null` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
```

```kotlin
public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0,
  ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last =
false)*
  * Finds the index of the first occurrence of any of the specified [strings] in this char sequence.
  * starting from the specified [startIndex] and optionally ignoring the case.
  * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
```

```kotlin
public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int =
  lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =
    findAnyOf(strings, startIndex, ignoreCase, last =
true)*
  * Finds the index of the last occurrence of any of the specified [strings] in this char sequence.
  * starting from the specified [startIndex] and optionally ignoring the case.
  * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return An index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
```

```kotlin
public fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0,
  ignoreCase: Boolean = false): Int =
findAnyOf(strings, startIndex, ignoreCase, last =
false)*
  * Finds the index of the first occurrence of any of the specified [strings] in this char sequence.
  * starting from the specified [startIndex] and optionally ignoring the case.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
```

```kotlin
public fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int =
  lastIndex, ignoreCase: Boolean = false): Int =
    findAnyOf(strings, startIndex, ignoreCase, last =
true)*
  * Finds the index of the last occurrence of any of the specified [strings] in this char sequence.
  * starting from the specified [startIndex] and optionally ignoring the case.
  * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
  * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
  * @return An index of the last occurrence of matched string from [strings] or `-1` if none of [strings] are found.
  * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from the end of the string, finds at each position the first element in [strings] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the first occurrence of the specified [char] or `-1` if none is found.
 * @param char The character to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the first occurrence of [char] or `-1` if none is found.
 * To avoid ambiguous results when [char] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [char] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the last occurrence of the specified [char] or `-1` if none is found.
 * @param char The character to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An index of the last occurrence of [char] or `-1` if none is found.
 * To avoid ambiguous results when [char] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [char] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the first occurrence of the specified [string] or `-1` if none is found.
 * @param strings The string to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the first occurrence of [string] or `-1` if none is found.
 * To avoid ambiguous results when [string] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [string] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the last occurrence of the specified [string] or `-1` if none is found.
 * @param strings The string to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of [string] or `-1` if none is found.
 * To avoid ambiguous results when [string] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [string] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the first occurrence of the specified [string] or `-1` if none is found.
 * @param strings The string to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the first occurrence of [string] or `-1` if none is found.
 * To avoid ambiguous results when [string] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [string] that matches this string at that position.
```

```kotlin
/**
 * Returns the index of the last occurrence of the specified [string] or `-1` if none is found.
 * @param strings The string to search for.
 * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.
 * @return An index of the last occurrence of [string] or `-1` if none is found.
 * To avoid ambiguous results when [string] has characters in common, this method proceeds from the end of the string, finds at each position the first element in [string] that matches this string at that position.
```
results when strings in [delimiters] have characters in common, this method proceeds from the
beginning to the end of the string, and finds at each position the first element in [delimiters] that
matches this string at that position.

*/
private fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0,
ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })
    val delimitersList = delimiters.asList()

    return DelimitedRangesSequence(this, startIndex, limit, { currentStartIndex -> findAnyOf(delimitersList, currentStartIndex,
ignoreCase = ignoreCase, last = false).let { it.first.to(it.second.length) } })
}

/**
 * Splits this char sequence to a sequence of strings around occurrences of the specified 
[delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * To avoid ambiguous results when strings in [delimiters] have characters in common, this
method proceeds from the beginning to the end of this string, and finds at each position the first element in 
[delimiters] that matches this string at that position.
*/
public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =

rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more strings to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return. Zero by default means no limit is set.
 * To avoid ambiguous results when strings in [delimiters] have characters in common, this
method proceeds from the beginning to the end of this string, and finds at each position the first element in 
[delimiters] that is equal to a delimiter in this instance at that position.
*/
public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
 * @param delimiters One or more characters to be used as delimiters.
 * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.
 * @param limit The maximum number of substrings to return.
 */
public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):
List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

/**
 * Splits this char sequence to a list of strings around occurrences of the specified [delimiter].
 * This is specialized version of split which receives single non-empty delimiter and offers better performance
 * @param delimiter String used as delimiter
 * @param ignoreCase `true` to ignore character case when matching a delimiter.
 * @param limit The maximum number of substrings to return.
 */
private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, { "Limit must be non-negative, but was $limit." })

    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())
    }

    val isLimited = limit > 0
    val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    } while (nextIndex != -1)

    return result
}

/**
 * Splits this char
sequence around matches of the given regular expression. *
*param limit Non-negative value specifying the maximum number of substrings to return. *
* Zero by default means no limit is set.

@kotlin.internal.InlineOnly
@public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit) * The lines returned do not include terminating line separators.

.ActionBar fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\n", "/\n") * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.

* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

*package kotlin.text *

*import kotlin.js.RegExp *

*/

** Splits this char sequence to a sequence of lines delimited by any of the following character sequences: CRLF, LF or CR.
*
* The lines returned do not include terminating line separators.

public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =

regex.split(this, limit)

/**
 * Splits this char sequence to a list of lines delimited by any of the following character sequences:
 * CRLF, LF or CR.
 *
 * The lines returned do not include terminating line separators.
 */
public fun CharSequence.lines(): List<String> = lineSequence().toList()

*/

/**
 * Converts the characters in the specified array to a string. *
 * @throws IndexOutOfBoundsException if either 
 * [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.
 *
 * @param limit Non-negative value specifying the maximum number of substrings to return. *
 * Zero by default means no limit is set.
 */
@SinceKotlin("1.2")
@public actual fun String(chars: CharArray): String {
    var result = ""
    for (char in chars) {
        result += char
    }
    return result
}

/**
 * Converts the characters from a portion of the specified array to a string. *
 * @throws IndexOutOfBoundsException if either 
 * [offset] or [length] are less than zero or `offset + length` is out of [chars] array bounds.
 */
@SinceKotlin("1.2")
@public actual fun String(chars: CharArray, offset: Int, length: Int):
    String {
        if (offset < 0 || length < 0 || chars.size - offset < length)
            throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")
        var result = ""
        for (index in offset until offset + length) {
            result += chars[index]
        }
        return result
    }

*/

/**
 * Concatenates characters in this [CharArray] into a String.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun CharArray.concatToString(): String {
    var result = ""
    for (char in this) {
        result += char
    }
    return result
}

/**
 * Concatenates characters in this [CharArray] or its subrange into a String.
 *
 * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.
 * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.
 *
 * @throws IndexOutOfBoundsException if 
 * [startIndex] is less than zero or [endIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    var result = ""
    for (index in startIndex until endIndex) {
        result += this[index]
    }
    return result
}

/**
 * Returns a [CharArray] containing characters of this string.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun String.toCharArray(): CharArray {
    return CharArray(length) { get(it) }
}

/**
 * Returns a [CharArray] containing characters of this string or its substring.
 *
 * @param startIndex the beginning (inclusive) of the substring, 0 by default.
 * @param endIndex the end (exclusive) of the substring, length of this string by default.
 *
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return CharArray(endIndex - startIndex) {
        get(startIndex + it) }
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array. *
 * Malformed byte sequences are replaced by the replacement char `\uFFFD`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun ByteArray.decodeToString(): String {
    return decodeUtf8(this, 0, size, false)
}

/**
 * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange. *
 * @param start index the beginning (inclusive) of the subrange to decode, 0 by default.
 * @param end index the end (exclusive) of the subrange to decode, size of this array by default.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public actual fun ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, size)
    return decodeUtf8(this, startIndex, endIndex, size) { get(it) }
}

/**
 * Converts a string to a char sequence around matches of the given regular expression. *
 * Non-negative value specifying the maximum number of substrings to return. *
 * Zero by default means no limit is set.
 */
@SinceKotlin("1.2")
@public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)
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```kotlin
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun ByteArray.decodeToString(
    startIndex: Int = 0,
    endIndex: Int = this.size,
    throwOnInvalidSequence: Boolean = false
): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)
    return decodeUtf8(this, startIndex, endIndex,
        throwOnInvalidSequence)
}

/**
 * Encodes this string to an array of bytes in UTF-8 encoding.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(): ByteArray {
    return encodeUtf8(this, 0, length, false)
}

/**
 * Encodes this string or its substring to an array of bytes in UTF-8 encoding.
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex,
        throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>?
```

Open Source Used In DNAC Platform Guardian 12718
private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {
    /*
     * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     * DO NOT EDIT!\n
    */

    private class Iterator(private val array: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size) array[index++].toUByte() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UByte)
            return false
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index -> init(index).toByte() })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * DO NOT EDIT!\n
 */
the number of elements in the array. */

public override val size: Int get() = storage.size

/** Creates an iterator over the elements of the array. */

public override operator fun iterator(): UIntIterator =

Iterator(storage)

private class Iterator(private val array: IntArray) : UIntIterator()

private var index = 0

override fun hasNext() = index < array.size

override fun nextUInt() = if (index < array.size)

array[index++].toUInt() else throw NoSuchElementException(index.toString())

/** Creates a new array of the specified [size], where each element is calculated by calling the specified
 * function. */

fun Collection<UInt>.containsAll(elements: Collection<UInt>): Boolean {

// TODO: Eliminate this check after KT-30016 gets fixed.

return false

}

/** Creates a new array of the specified [size], where each element is calculated by calling the specified
 * function. */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {

return UIntArray(IntArray(size) { index ->

init(index).toInt() })

}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

public override val size: Int get() = storage.size

/** Creates an iterator over the elements of the array. */

public override operator fun iterator(): ULongIterator =

Iterator(storage)

private class Iterator(private val array: LongArray) : ULongIterator()

private var index = 0

override fun hasNext() = index < array.size

override fun nextULong() = if (index < array.size)

array[index++].toULong() else throw NoSuchElementException(index.toString())

/** Creates a new array of the specified [size], where each element is calculated by calling the specified
 * function. */

fun Collection<ULong>.containsAll(elements: Collection<ULong>): Boolean {

return false

}

/** Creates a new array of the specified [size], where each element is calculated by calling the specified
 * function. */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class ULongArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

// TODO: Eliminate this check after KT-30016 gets fixed.

return false

}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class ULongArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

// TODO: Eliminate this check after KT-30016 gets fixed.

return false

}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline class ULongArray

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray): Collection<ULong> {

// TODO: Eliminate this check after KT-30016 gets fixed.

return false

}
Kotlin
UShort): ULong = this.div(other.toULong())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: UInt): ULong = this.div(div.toULong())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(div: ULong): ULong = ulongDivide(this, other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UByte): ULong = this.rem(rem.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UShort): ULong = this.rem(rem.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: UInt): ULong = this.rem(rem.toULong())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(rem: ULong): ULong = ulongRemainder(this, other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): ULong = ULong(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): ULong = ULong(data.dec())

    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)

    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): ULong = ULong(data.inv())

    /** Converts this [ULong] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    /** Converts this [ULong] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
    /** Converts this [ULong] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data

    /** Converts this [ULong] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /** Converts this [ULong] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort =
data.toUShort() // Converts this [ULong] value to [UInt].

/**
 * Converts this [Int] value to [UInt].
 * The resulting 'UInt' value represents the same numerical value as this 'ULong'.

 @kotlin.internal.InlineOnly
 public inline fun toUInt(): UInt = data.toUInt()

 /**
 * Converts this [Long] value to [Double].

 @kotlin.internal.InlineOnly
 public inline fun toDouble(): Double = ulongToDouble(data)

 public override fun toString(): String = ulongToString(data)

}
operator fun get(index: Int): UShort = storage[index].toUShort()

/**
 * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
 * @param index The index of the element to set.
 * @param value The value to set at the given index.
 * @return This array after setting the element at the given index.
 */
operator fun set(index: Int, value: UShort) {
    storage[index] = value.toShort()
}

/**
 * Returns the number of elements in the array.
 */
public override val size: Int get() = storage.size

/**
 * Creates a new iterator over the elements of the array.
 * @param index The index of the element to retrieve.
 * @param value The value to assign to the element.
 * @return This array after updating the element at the given index.
 */
operator fun iterator(): UShortIterator = Iterator(storage)

private class Iterator(private val array: ShortArray) : UShortIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())
}

override fun contains(element: UShort): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    return storage.contains(element.toShort())
}

override fun containsAll(elements: Collection<UShort>): Boolean {
    return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
}

override fun isEmpty(): Boolean = this.storage.isEmpty()

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * @param size The size of the new array.
 * @param init A function that calculates the value for each array element.
 * @return A new array with the specified size and values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(ShortArray(size) { index -> init(index).toShort() })
}

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UArraysKt")
@file:kotlin.collections.unsigned

package kotlin.collections

import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component1(): ULong {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component2(): UInt {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component2(): ULong {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 2nd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component3(): UInt {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.component3(): ULong {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component3(): UShort {
    return get(2)
}
ULongArray.component3(): ULong {\n    return get(2)\n}\n
/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component3(): UByte {
    return get(2)
}

/**
 * Returns 3rd *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component3(): UShort {
    return get(2)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component4(): UInt {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component4(): ULong {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component4(): UByte {
    return get(3)
}

/**
 * Returns 4th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component4(): UShort {
    return get(3)
}

/**
 * Returns 5th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte {
    return get(4)
}

/**
 * Returns 5th *element* from the collection.
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {
    return get(4)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.elementAt(index: Int): UByte

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
<lastIndex) get(index) else defaultValue(index)}\n\n** Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort { \n    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UIntArray.elementAtOrNull(index: Int): UInt? { \n    return this.getOrElse(index)\n} \n
/**
 * @sample samples.collections.Collections.Elements.elementAtOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

ULongArray.elementAtOrNull(index: Int): ULong? { \n    return this.getOrElse(index)\n} \n
/**
 * @sample samples.collections.Collections.Elements.nextElementOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UByteArray.elementAtOrNull(index: Int): UByte? { \n    return this.getOrElse(index)\n} \n
/**
 * @sample samples.collections.Collections.Elements.nextElementOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UShortArray.elementAtOrNull(index: Int): UShort? { \n    return this.getOrElse(index)\n} \n
/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UIntArray.find(predicate: (UInt) -> Boolean): UInt? { \n    return firstOrNull(predicate)\n} \n
/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? { \n    return lastOrNull(predicate)\n} \n
/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? { \n    return lastOrNull(predicate)\n} \n
/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun

UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? { \n    return lastOrNull(predicate)\n} \n
/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun
UIntArray.first(): UInt {
    return storage.first().toUInt()
} * @throws [NoSuchElementException] if the array is empty.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * @throws [NoSuchElementException] if no such element is found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * @throws [NoSuchElementException] if no such element is found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Array contains no element matching the predicate.")
} * @throws [NoSuchElementException] if no such element is found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(): UInt? {
    return if (isEmpty()) null else this[0]
} * @returns the first element, or `null` if the array is empty.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(): ULong? {
    return if (isEmpty()) null else this[0]
} * @returns the first element, or `null` if the array is empty.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.firstOrNull(): UByte? {
    return if (isEmpty()) null else this[0]
} * @returns the first element, or `null` if the array is empty.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(): UShort? {
    return if (isEmpty()) null else this[0]
} * @returns the first element, or `null` if the array is empty.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (element in this) if (predicate(element)) return element
    return null
} * @returns the first element matching the given [predicate], or `null` if element was not found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (element in this) if (predicate(element)) return element
    return null
} * @returns the first element matching the given [predicate], or `null` if element was not found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.firstOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (element in this) if (predicate(element)) return element
    return null
} * @returns the first element matching the given [predicate], or `null` if element was not found.

* @SinceKotlin("1.3")* @ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element)) return element
    return null
} * @returns the first element matching the given [predicate], or `null` if element was not found.
```kotlin
/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.getOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (element in this) if (predicate(element))
        return element
    return null
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.getOrNull(index: Int): UInt? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.getOrNull(index: Int): ULong? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.getOrNull(index: Int): UByte? {
    return if (index >= 0 && index <= lastIndex) get(index) else null
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOf(element: UInt): Int {
    return storage.indexOf(element.toUInt())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOf(element: ULong): Int {
    return storage.indexOf(element.toLong())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOf(element: UByte): Int {
    return storage.indexOf(element.toByte())
}

/**
 * Returns first index of [element], or -1 if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOf(element: UShort): Int {
    return storage.indexOf(element.toShort())
}
```

such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toULong())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUByte())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfFirst {
        predicate(it.toUShort())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUInt())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toULong())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUByte())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(): UInt {
    return storage.last().toUInt()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(): ULong {
    return storage.last().toULong()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(): UByte {
    return storage.last().toUByte()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(): UShort {
    return storage.last().toUShort()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {
    for (index in this.indices) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {
    return storage.first().toUInt()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {
    return storage.first().toULong()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {
    return storage.first().toUByte()
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {
    return storage.first().toUShort()
}
```
UIntArray.random(): UInt { return random(Random) } * Returns a random element from this array.

**@SinceKotlin("1.3")**
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

**/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
**

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(random: Random): UInt {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
**

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    @Suppress("UNCHECKED_CAST")
    return single as UInt
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single as ULong
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single as UByte
}

@SinceKotlin("1.3")
@ ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")

    return single as UShort
for (element in this) {  
    if (predicate(element)) {  
        if (found) throw IllegalArgumentException("Array contains more than one matching element.")  
        single = element
        found = true
    }  
}  
if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")  
@Suppress("UNCHECKED_CAST")  
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {  
        if (predicate(element)) {  
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")  
            single = element
            found = true
        }  
    }  
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")  
    @Suppress("UNCHECKED_CAST")  
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {  
        if (predicate(element)) {  
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")  
            single = element
            found = true
        }  
    }  
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")  
    @Suppress("UNCHECKED_CAST")  
    return single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns a list
containing all elements except first [n] elements.

* @throws IllegalArgumentException if [n] is negative.

* @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {  
        if (!predicate(this[index])) {  
            return take((index + 1))
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {  
        if (!predicate(this[index])) {  
            return take((index + 1))
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun

UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0) {  
        if (!predicate(this[index])) {  
            return take((index + 1))
        }
    }
    return emptyList()
Returns a list containing all elements except last elements that satisfy the given [predicate].

```kotlin
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}
```

Returns a list containing all elements except last elements that satisfy the given [predicate].

```kotlin
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    return emptyList()
}
```

Returns a list containing all elements except first elements that satisfy the given [predicate].

```kotlin
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    return list
}
```

Returns a list containing only elements matching the given [predicate].

```kotlin
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}
```

Returns a list containing only elements matching the given [predicate].

```kotlin
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}
```
[predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)\n}

/**
 * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n* and returns the result of predicate evaluation on the element.\n
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)\n}

/**
 * Returns a list containing all elements not matching the given [predicate].

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\nfun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)\n}
package kotlinx.collections.immutable

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.slice(indices: IntRange):
    List<UByte>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UByte>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.slice(indices: IntRange):
    List<UShort>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UShort>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.slice(indices: Iterable<Int>):
    List<UInt>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<UInt>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.slice(indices: Iterable<Int>):
    List<ULong>
{
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
    val list = ArrayList<ULong>(size)
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray
{
    return UIntArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray
{
    return ULongArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray
{
    return UByteArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray
{
    return UShortArray(storage.sliceArray(indices))
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt>
{
    ...
require(n >= 0) { 'Requested element count $n is less than zero.' } if (n == 0) return emptyList() if (n > size) return toList() if (n == 1) return listOff(this[0]) var count = 0 val list = ArrayList<UInt>(n) for (item in this) { list.add(item) if (++count == n) break } return list

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n > size) return toList() if (n == 1) return listOff(this[0]) var count = 0 val list = ArrayList<UInt>(n) for (item in this) { list.add(item) if (++count == n) break } return list
}

/**
 * Returns a list containing first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() if (n > size) return toList() if (n == 1) return listOff(this[0]) var count = 0 val list = ArrayList<UByte>(n) for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() val size = size
    if (n >= size) return toList() if (n == 1) return listOff(this[size - 1]) val list = ArrayList<UInt>(n) for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." } if (n == 0) return emptyList() val size = size
    if (n >= size) return toList() if (n == 1) return listOff(this[size - 1]) val list = ArrayList<UByte>(n) for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> { for (index in lastIndex downTo 0) { if (!predicate(this[index])) return drop(index + 1) return toList() } * @sample samples.collections.Transformations.take

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> { for (index in lastIndex downTo 0) { if (!predicate(this[index])) return drop(index + 1) return toList() } * @sample samples.collections.Transformations.take

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> { for (index in lastIndex downTo 0) { if (!predicate(this[index])) return drop(index + 1) return toList() } * @sample samples.collections.Transformations.take

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

Reverses elements in the array in-place.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun

Reverses elements in the array in-place.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun Open Source Used In DNAC Platform Guardian 12739
list with elements in reversed order:

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversed(): List<ULong> {
    if (isEmpty()) return emptyList()
    val list = toMutableList().reversed()
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversed(): List<UByte> {
    if (isEmpty()) return emptyList()
    val list = toMutableList().reversed()
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversed(): List<UShort> {
    if (isEmpty()) return emptyList()
    val list = toMutableList().reversed()
    return list
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.reversedArray(): UIntArray {
    return UIntArray(storage.reversedArray())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.reversedArray(): ULongArray {
    return ULongArray(storage.reversedArray())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.reversedArray(): UByteArray {
    return UByteArray(storage.reversedArray())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.reversedArray(): UShortArray {
    return UShortArray(storage.reversedArray())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sortDescending(): Unit {
    if (size > 1) {
        sort()
        reverse()
    }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sorted(): List<UInt> {
    return copyOf().apply { sort() }.asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sorted(): List<ULong> {
    return copyOf().apply { sort() }.asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sorted(): List<UByte> {
    return copyOf().apply { sort() }.asList()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sorted(): List<UShort> {
    return copyOf().apply { sort() }.asList()
}
```


public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }.reversed()
}

public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.reversed()
}

public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.reversed()
}

public fun UByteArray.sortedArrayDescending(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.reversed()
}

public fun UShortArray.sortedArrayDescending(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }.reversed()
}

public expect fun UIntArray.asList(): List<UInt>

public expect fun ULongArray.asList(): List<ULong>

public expect fun UByteArray.asList(): List<UByte>

public expect fun UShortArray.asList(): List<UShort>

public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

public expect fun UIntArray.asList(): List<UInt>

public expect fun ULongArray.asList(): List<ULong>

public expect fun UByteArray.asList(): List<UByte>

public expect fun UShortArray.asList(): List<UShort>

public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}
UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun IntArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun LongArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ShortArray.asUShortArray(): UShortArray {
    return UShortArray(this)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun ULongArray.contentEquals(other: ULongArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

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array as if it is [List].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToSequence { ", " }, "{ [", "] }"
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, size of this array by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @return the [destination] array.

```
/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `0..array.size`
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `0..array.size`
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}
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```kotlin
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex)).un/* * @param fromIndex the start of the range (inclusive), must be in \'0..array.size\' un * @param toIndex the end of the range (exclusive), must be in \'fromIndex..array.size\' un */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex)).un/* * @param fromIndex the start of the range (inclusive), must be in \'0..array.size\' un * @param toIndex the end of the range (exclusive), must be in \'fromIndex..array.size\' un */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex)).un/* * @param fromIndex the start of the range (inclusive), must be in \'0..array.size\' un * @param toIndex the end of the range (exclusive), must be in \'fromIndex..array.size\' un */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex).un/* * @param fromIndex the start of the range (inclusive), 0 by default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex).un/* * @param fromIndex the start of the range (inclusive), 0 by default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex).un/* * @param fromIndex the start of the range (inclusive), 0 by default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex).un/* * @param fromIndex the start of the range (inclusive), 0 by default.\n * @param toIndex the end of the range (exclusive), size of this array by default.\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val UIntArray.indices: IntRange
    get() = storage.indices
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val ULongArray.indices: IntRange
    get() = storage.indices
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val UByteArray.indices: IntRange
    get() = storage.indices
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val UShortArray.indices: IntRange
    get() = storage.indices
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex
```

```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() =
    storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() =
    storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() =
    storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage +
    element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage +
    element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage +
    element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UShortArray.plus(element: UShort): UShortArray {
    return UShortArray(storage +
    element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
func UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] =
    element.toInt()
    return
    UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
func ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] =
    element.toLong()
    return
    ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
func UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] =
    element.toByte()
    return
    UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator
func UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result =
    storage.copyOf(size + elements.size)
    for (element in elements) result[index++] =
    element.toShort()
    return
    UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage +
    elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage +
    elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage +
    elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun
UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage +
    elements.storage)
}
elements.storage)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.sort(): Unit {\n if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun ULongArray.sort(): Unit {\n if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-place.\n * \n *
@sample samples.collections.Arrays.Sorting.sortArray\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {\n if (size > 1)
sortArray(this)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun UShortArray.sort(): Unit {\n if (size > 1) sortArray(this)\n}\n\n/**\n * Returns an array of type [ByteArray],
which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this
array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.toByteArray(): ByteArray {\n return storage.copyOf()\n}\n\n/**\n * Returns an array of type
[IntArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding
element of this array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.toIntArray(): IntArray {\n return storage.copyOf()\n}\n\n/**\n * Returns an array of type [LongArray],
which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this
array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.toLongArray(): LongArray {\n return storage.copyOf()\n}\n\n/**\n * Returns an array of type
[ShortArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding
element of this array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.toShortArray(): ShortArray {\n return storage.copyOf()\n}\n\n/**\n * Returns a *typed* object array
containing all of the elements of this primitive array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.toTypedArray(): Array<UInt>
{\n return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the
elements of this primitive array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun
ULongArray.toTypedArray(): Array<ULong> {\n return Array(size) { index -> this[index] }\n}\n\n/**\n *
Returns a *typed* object array containing all of the elements of this primitive array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toTypedArray():
Array<UByte> {\n return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array
containing all of the elements of this primitive array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.toTypedArray():
Array<UShort> {\n return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of UByte containing
all of the elements of this generic array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun
Array<out UByte>.toUByteArray(): UByteArray {\n return UByteArray(size) { index -> this[index] }\n}\n\n/**\n
* Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned
reinterpretation\n * of the corresponding element of this array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.toUByteArray(): UByteArray {\n return UByteArray(this.copyOf())\n}\n\n/**\n * Returns an array of
UInt containing all of the elements of this generic array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Array<out UInt>.toUIntArray(): UIntArray
{\n return UIntArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [UIntArray], which is a
copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this
array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.toUIntArray(): UIntArray {\n return UIntArray(this.copyOf())\n}\n\n/**\n * Returns an array of ULong
containing all of the elements of this generic array.\n

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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun Array<out ULong>.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[ index ] } * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UShort>.toUShortArray(): UShortArray {
    return UShortArray(size) { index -> this[ index ] } * Returns an array of UShort containing all of the elements of this generic array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun LongArray.toULongArray(): ULongArray {
    return ULongArray(this.copyOf()) { index -> this[ index ] } * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf()) { index -> this[ index ] } * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf()) { index -> this[ index ] } * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toUShortArray(): UShortArray {
    return UShortArray(this.copyOf()) { index -> this[ index ] } * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform) * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public <R, C : MutableCollection<in R>> fun UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public <R, C : MutableCollection<in R>> fun ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public <R, C : MutableCollection<in R>> fun UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public <R, C : MutableCollection<in R>> fun UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}
destination

* Groups elements of the original array by the key returned by the given [keySelector] function
  applied to each element and returns a map where each group key is associated with a list of corresponding elements.
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K>
  UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\\n  }\\n  * Groups elements of the original array by the key returned by the given [keySelector] function
  applied to each element and returns a map where each group key is associated with a list of corresponding elements.
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K>
  ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\\n  }\\n  * Groups elements of the original array by the key returned by the given [keySelector] function
  applied to each element and returns a map where each group key is associated with a list of corresponding elements.
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K>
  UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\\n  }\\n  * Groups elements of the original array by the key returned by the given [keySelector] function
  applied to each element and returns a map where each group key is associated with a list of corresponding elements.
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K>
  UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\\n  }\\n  * Groups elements of the original array by the key returned by the given [keySelector] function
  applied to each element and returns a map where each group key is associated with a list of corresponding elements.
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K, V>
  UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\\n  }\\n  * Groups values returned by the [valueTransform] function applied to each element of the original array
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K, V>
  ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>>
  |
  {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\\n  }\\n  * Groups values returned by the [valueTransform] function applied to each element of the original array
  * The returned map preserves the entry iteration order of the keys produced from the original array.

* @SinceKotlin("1.3")
* @ExperimentalUnsignedTypes
* @kotlin.internal.InlineOnly
* @public inline fun <K, V>
UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each key group is associated with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding elements.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V> UIntArray.groupByTo(destination: MutableList<V>, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): MutableList<V> {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}

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[destination] map each group key associated with a list of corresponding values.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination] map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 *
 * @return The [destination] map.
 *
 * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 *
 * @sample samples.collections.Collections.Transformations.map
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 *
 * @sample samples.collections.Collections.Transformations.map
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 *
 * @sample samples.collections.Collections.Transformations.map
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 *
 * @sample samples.collections.Collections.Transformations.map
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 *
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 *
 * @return the list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 *
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 *
 * @return the list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 *
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 *
 * @return the list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 *
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 *
 * @return the list containing the results of applying the given [transform] function to each element and its index in the original array.
 */
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```
mapIndexedTo(ArrayList<R>(size), transform)\n\n* Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.mapIndexedTo(transform: (Int, UByte) -> R): List<R> {\n    return mapIndexedToArrayList<R>(size, transform)\n}\n
/**\n * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.mapIndexedTo(transform: (Int, UShort) -> R): List<R> {\n    return mapIndexedToArrayList<R>(size, transform)\n}\n
/**\n * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {\n    return destination.add(transform(item))\n}\n
/**\n * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {\n    return destination.add(transform(item))\n}\n
/**\n * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n    return destination.add(transform(item))\n}\n
/**\n * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n    return destination.add(transform(item))\n}\n
/**\n * Applies the given [transform] function to each element of the original array and appends the results to the given [destination].\n* @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n    return destination.add(transform(item))\n}\n
*/
each element of the original array * and appends the results to the given [destination].

*\@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@kotlin.internal.InlineOnly\u2014@public inline fun <R, C : MutableCollection<R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}\n
/**
 * Returns a lazy [Iterable] that wraps each element of the original array * into an [IndexedValue] containing the index of that element and the element itself.
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UIntArray.withIndex():
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun ULongArray.withIndex():
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.withIndex():
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UShortArray.withIndex():
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.any
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.any
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UShortArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.anyWithPredicate: (UByte) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UIntArray.anyWithPredicate: (UInt) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun ULongArray.anyWithPredicate: (ULong) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.anyWithPredicate: (UByte) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UShortArray.anyWithPredicate: (UShort) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UIntArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun ULongArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UShortArray.any(): Boolean {
    return storage.any()
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UIntArray.anyWithPredicate: (UInt) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun ULongArray.anyWithPredicate: (ULong) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UByteArray.anyWithPredicate: (UByte) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * \u2014@SinceKotlin("1.3")\u2014@ExperimentalUnsignedTypes\u2014@public fun UShortArray.anyWithPredicate: (UShort) -> Boolean: Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}\n
/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
samples.collections.Collections.Aggregates.anyWithPredicate

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    \n    \n    \n    return true
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    \n    \n    \n    return true
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    \n    \n    \n    return true
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    \n    \n    \n    return count
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    \n    \n    \n    return count
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    \n    \n    \n    return count
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    \n    \n    \n    return count
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
public inline fun UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {
    \n    \n    \n    return accumulator
}
```

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@*kotlin.internal.InlineOnly

```
    \n    \n    \n    return accumulator
}
```

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function that takes the index of an element, current accumulator value\(\text{\textdollar}\) and the element itself, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UBytea
* @param [operation] function that takes the index of an element, the element itself
  * and current accumulator value, and calculates the next accumulator value.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value, and calculates the next accumulator value.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.forEachIndexed(action: (Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.forEachIndexed(action: (Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.forEachIndexed(action: (Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < this[i]) max = this[i]
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < this[i]) max = this[i]
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < this[i]) max = this[i]
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex)
        if (max < this[i]) max = this[i]
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < selector(this[i])) {
            maxElem = this[i]
            maxValue = selector(this[i])
        }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < selector(this[i])) {
            maxElem = this[i]
            maxValue = selector(this[i])
        }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < selector(this[i])) {
            maxElem = this[i]
            maxValue = selector(this[i])
        }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < comparator(maxElem, this[i])) {
            maxElem = this[i]
            maxValue = comparator(maxElem, this[i])
        }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator:
 Comparator<in ULong>) : ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < comparator(maxElem, this[i])) {
            maxElem = this[i]
            maxValue = comparator(maxElem, this[i])
        }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator:
 Comparator<in UByte>) : UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < comparator(maxElem, this[i])) {
            maxElem = this[i]
            maxValue = comparator(maxElem, this[i])
        }
    return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWith(comparator:
 Comparator<in UShort>) : UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex)
        if (maxValue < comparator(maxElem, this[i])) {
            maxElem = this[i]
            maxValue = comparator(maxElem, this[i])
        }
    return maxElem
}
Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest element of the given function or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest element of the given function or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest element of the given function or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the smallest element of the given function or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

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selector(minElem)
for (i in 1..lastIndex) { val e = this[i] val v = selector(e)
if (minValue > v) {
minElem = e
minValue = v
}
return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(min, e) > 0) min = e
}
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(min, e) > 0) min = e
}
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(min, e) > 0) min = e
}
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(min, e) > 0) min = e
}
return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {
for (element in this) if (predicate(element)) return false
return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
for (element in this) if (predicate(element)) return false
return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
for (element in this) if (predicate(element)) return false
return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
for (element in this) if (predicate(element)) return false
return true
}
UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
*/

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort {
    var accumulator = this[0] for (index in 1..lastIndex) { var accumulator = operation(index, accumulator, this[index]) } return accumulator

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduceIndexed(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    var accumulator = get(index--)
    while (index >= 0) { var accumulator = operation(get(index--), accumulator) return accumulator }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduceIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    var accumulator = get(index--)
    while (index >= 0) { var accumulator = operation(get(index--), accumulator) --index
        return accumulator }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reduceIndexed(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    var accumulator = get(index--)
    while (index >= 0) { var accumulator = operation(get(index--), accumulator) }

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceIndexed(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    var accumulator = get(index--)
    while (index >= 0) { var accumulator = operation(get(index--), accumulator) --index
        return accumulator }

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public inline fun
UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun <R> UIntArray.zip(other: Array<R>): List<Pair<UInt, R>>

Returns a list of pairs built from the elements of the `this` array and the [other] array with the same index.

The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterable

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of the `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> ULongArray.zip(other: Array<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of the `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UByteArray.zip(other: Array<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of the `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterable

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public infix fun <R> UShortArray.zip(other: Array<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of the `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.

* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, V> UIntArray.zip(other: Array<R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of the `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.

* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, V> ULongArray.zip(other: Array<R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of the `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.

* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, V> UByteArray.zip(other: Array<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of the `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.

* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

* @SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun <R, V> UShortArray.zip(other: Array<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] collection with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.

Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterables.
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByteArray.zip(other: UByteArray):
List<Pair<UByte, UByte>> { return zip(other) {
    (t1, t2) -> t1 to t2 }
} /* The returned list has length of the shortest collection.
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShortArray.zip(other: UShortArray):
List<Pair<UShort, UShort>> { return zip(other) {
    (t1, t2) -> t1 to t2 }
} /* The returned list has length of the shortest array.
* @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list /* The returned list has length of the shortest array.*/
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list /* The returned list has length of the shortest array.*/
* @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sum(): UInt {
    return storage.sum().toUInt()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sum(): UInt {
    return storage.sum().toUInt()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sum(): UInt {
    return storage.sum().toUInt()
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sum(): UInt {
    return storage.sum().toUInt()
}
public inline fun ULongArray.sum(): ULong {
    return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

fun maxOf(a: ULongArray, b: ULongArray): ULongArray {
    var result = ULongArray(a.size)
    var index = 0
    for (element in a) {
        result[index++] = element
    }
    return result
}

fun maxOf(a: UByteArray, b: UByteArray): UByteArray {
    var result = UByteArray(a.size)
    var index = 0
    for (element in a) {
        result[index++] = element
    }
    return result
}

fun maxOf(a: UShortArray, b: UShortArray): UShortArray {
    var result = UShortArray(a.size)
    var index = 0
    for (element in a) {
        result[index++] = element
    }
    return result
}

fun maxOf(a: ULong, b: ULong) : ULong {
    return if (a >= b) a else b
}

fun maxOf(a: UByte, b: UByte) : UByte {
    return if (a >= b) a else b
}

fun maxOf(a: UShort, b: UShort) : UShort {
    return if (a >= b) a else b
}
return if (a >= b) a else b

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("URangesKt")

package kotlin.ranges

//
// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
//
import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntRange.minOf(b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongRange.minOf(b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.minOf(b: UInt, c: UInt): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.minOf(b: ULong, c: ULong): ULong {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

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UIntRange.contains(element: UInt?): Boolean { return element != null && contains(element) } * Checks if the specified [value] belongs to this range.

UIntRange.contains(value: UByte): Boolean { return contains(value.toUInt()) } * Checks if the specified [value] belongs to this range.

ULongRange.contains(element: ULong?): Boolean { return element != null && contains(element) } * Checks if the specified [value] belongs to this range.

UIntRange.contains(value: UByte): Boolean { return contains(value.toUInt()) } * Checks if the specified [value] belongs to this range.

UByte downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

UIntProgression.fromClosedRange(this: UInt, to: UInt, step: Int): UIntProgression {
    checkStepIsPositive(step > 0, step)
    return UIntProgression.fromClosedRange(first, last, -step)
}

ULongProgression.fromClosedRange(this: ULong, to: ULong, step: Long): ULongProgression {
    return ULongProgression.fromClosedRange(first, last, -step)
}

UIntProgression.reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

ULongProgression.reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(first, last, -1L)
}

UIntProgression reversed(): UIntProgression {
    return UIntProgression.fromClosedRange(last, first, -1)
}

ULongProgression reversed(): ULongProgression {
    return ULongProgression.fromClosedRange(last, first, -1L)
}
this value up to but excluding the specified [to] value.

If the [to] value is less than or equal to `this` value, then the returned range is empty.

*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.until(to: UByte): UIntRange {
    if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY
    return this.toUInt() .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.until(to: UInt): UIntRange {
    if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY
    return this .. (to - 1u).toUInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * 
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.until(to: ULong): ULongRange {
    if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY
    return this .. (to - 1u).toULong()
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtLeast(minimumValue: UInt): UInt {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtLeast(minimumValue: ULong): ULong {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtLeast(minimumValue: UByte): UByte {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtLeast(minimumValue: UShort): UShort {
    return if (this < minimumValue) minimumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt): UInt {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}
UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * Otherwise, returns this value.
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample
 * samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SampleDsl
@ExperimentalUnsignedTypes
public fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample
 * samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SampleDsl
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue..maximumValue].
 * 
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * 
 * @sample
 * samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SampleDsl
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the specified [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample
 * samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SampleDsl
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(range: ClosedRange<UInt>): UInt {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<UInt>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the specified [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample
 * samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SampleDsl
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    }
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else ->
            this
    }
}
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {
    if (range is ClosedFloatingPointRange) {
        return this.coerceIn<ULong>(range)
    } else if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.")
    return when {
        this < range.start -> range.start
        this > range.endInclusive -> range.endInclusive
        else -> this
    }
}

public fun ULong.sum(): ULong {
    return sum
}
var hasNext: Boolean = if (step > 0) first <= last else first >= last
private var next = if (hasNext) first else finalElement
override fun hasNext(): Boolean = hasNext
override fun nextInt(): Int {
    val value = next
    if (value == finalElement) {
        throw kotlin.NoSuchElementException()
    } else {
        next += step
        return value
    }
}

override fun nextLong(): Long {
    val value = next
    if (value == finalElement) {
        if (!hasNext) throw kotlin.NoSuchElementException()
        hasNext = false
    } else {
        next += step
        return value
    }
}

override fun nextChar(): Char {
    val value = next
    if (value == finalElement) {
        if (!hasNext) throw kotlin.NoSuchElementException()
        hasNext = false
    } else {
        next += step
        return value
    }
}

override fun hasNext(): Boolean = hasNext

fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step) if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression
class internal constructor
    (rangeStart: Long, rangeEnd: Long, step: Long)
)

/**
 * The first element in the progression.
 */
public val public val first: Long = start

/**
 * The last element in the progression.
 */
public val public val last: Long = getProgressionLastElement(start, toLong(), endInclusive, toLong(), step).toLong()

/**
 * The step of the progression.
 */
public val public val step: Long = step

override fun iterate(): LongIterator = LongProgressionIterator(first, last, step)

/** Checks if the progression is empty.
 */
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

override fun equals(other: Any?): Boolean =
    other is LongProgression && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last &&
        step == other.step)

override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr
    32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

override fun toString(): String = if (step > 0)
    "$first..$last step $step" else "$first downTo $last step ${-step}"

companion object {

    /**
     * Creates LongProgression within the specified bounds of a closed range.
     */
    public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
}


** Constructor only (primary or secondary) */
    /** Property getter only */

PROPERTY_GETTER

** Property setter only */
    PROPERTY_SETTER

/** Type usage */
    TYPE

@SinceKotlin("1.1")
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 *
 * Determines how an annotation is stored in binary output.
 */
public enum class AnnotationRetention {
    SOURCE, BINARY, RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are
 * possible targets of an annotation.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation classTarget(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an
 * annotation is stored in binary output and visible for reflection (default
 * retention) *
    */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an
 * annotation is applicable twice or more on a single code element
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the
 * generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class PureReifiable

/**
 * Specifies that the corresponding built-in method exists depending on
 * platform.
 */
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation class PlatformDependent

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is
 * in the range [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
 * [step].
 */

@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the
 * progression which is in the range [start] to [end] in case of a positive [step], or from [end] to [start] in case
 * of a negative [step].
 *
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @return the final element of the progression
 *
 * @suppress
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

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intersection type.

@SinceKotlin("1.1")
public val classifier: KClassifier?

/**
 * In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on.
 * For example, in the type `Array<out Number>` the only type argument is `out Number`.
 * In such case the returned list is `[`C, D, A, B`]`.

@SinceKotlin("1.1")
public val arguments: List<KTypeProjection>

/**
 * `true` if this type was marked nullable in the source code.
 * For Kotlin types, it means that `null` value is allowed to be represented by this type.
 * In practice it means that the type was declared with a question mark at the end.
 * For non-Kotlin types, it means the type or the symbol which was declared with this type
 * is annotated with a runtime-retained nullability annotation such as `javax.annotation.Nullable`.
 * Note that even if `isMarkedNullable` is false, values of the type can still be `null`.
 * This may happen if it is a type of the type parameter with a nullable upper bound.
 * `fun <T> foo(t: T) { // isMarkedNullable == false for t's type, but t can be null here when T = `Any?` }`.
 * In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on.
 * For example, in the type `Array<out Number>` the only type argument is `out Number`.
 * In such case the returned list is `[`C, D, A, B`]`.

@SinceKotlin("1.1")
public val isMarkedNullable: Boolean
}

/**
 * Represents a type projection. Type projection is usually the argument to another type in a type usage.
 * For example, in the type `Array<out Number>` the star projection of the type represented by the class `Number`.
 * Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.
 */
public data class KTypeProjection constructor(
        /**
         * The use-site variance specified in the projection, or `null` if this is a star projection.
         */
        public val variance: KVariance?,

        /**
         * The type specified in the projection, or `null` if this is a star projection.
         */
        public val type: KType?
) {
    public companion object {
        /**
         * Star projection, denoted by the `*` character.
         * For example, in the type `KClass<*>`, `*` is the star projection.
         */
        public val STAR: KTypeProjection = KTypeProjection(null, null)

        /**
         * Creates an invariant projection of a given type. Invariant projection is just the type itself, without any use-site variance modifiers applied to it.
         * For example, in the type `Set<String>`, `String` is an invariant projection of the type represented by the class `String`.
         */
        public fun invariant(type: KType): KTypeProjection = KTypeProjection(KVariance.INVARIANT, type)

        /**
         * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to a type.
         * For example, in the type `Array<in Number>`, `in Number` is a contravariant projection of the type of class `Number`.
         */
        public fun contravariant(type: KType): KTypeProjection = KTypeProjection(KVariance.IN, type)

        /**
         * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.
         * For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type of class `Number`.
         */
        public fun covariant(type: KType): KTypeProjection = KTypeProjection(KVariance.OUT, type)
    }
}

/**
 * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),
 * or to a type in a projection (*use-site variance*).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information.
 */
@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
     * See the License for the specific language governing permissions and limitations under the License.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*.
     * Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*.
     * Denoted by the `out` modifier in the source code.
     */
    OUT
}
is *covariant*. Denoted by the `out` modifier in the source code.

```kotlin
OUT,
}
*/

package kotlin

/**
 * Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code. Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.
 *
 * Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.
 *
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.

```

```kotlin
@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

```
LongArray) = object : LongIterator()
    {
        var index = 0;
        override fun hasNext() = index < array.size
        override fun nextLong() = if (index < array.size)
            array[index++]
        else
            throw
                NoSuchElementException("$index")
    }

    @JsName("PropertyMetadata")
    internal class PropertyMetadata(@JsName("callableName") val name:
        String)

    @JsName("noWhenBranchMatched")
    internal fun noWhenBranchMatched(): Nothing = throw
        NoWhenBranchMatchedException()

    @JsName("subSequence")
    internal fun subSequence(c: CharSequence,
        startIndex: Int, endIndex: Int): CharSequence {
        if (c is String) {
            return c.substring(startIndex, endIndex)
        } else {
            return c.asDynamic().subSequence_vux90S(startIndex, endIndex)
        }
    }

    @JsName("captureStack")
    internal fun captureStack(baseClass: JsClass<in Throwable>,
        instance: Throwable) {
        if (js("Error").captureStackTrace)
            js("Error").captureStackTrace(instance,
                instance::class.js())
        else
            instance.asDynamic().stack = js("new Error()").stack
    }

    @JsName("newThrowable")
    internal fun newThrowable(message: String?, cause: Throwable?): Throwable {
        val throwable = js("new Error()")
        throwable.message = if (message != null) message
        else null
        throwable.cause = cause
        return throwable
    }

    @JsName("BoxedChar")
    internal class BoxedChar(val c: Int) : Comparable<Int> {
        override fun equals(other: Any?): Boolean {
            return other is BoxedChar && c == other.c
        }

        override fun hashCode(): Int {
            return c
        }

        override fun toString(): String {
            return js("this.c").unsafeCast<Char>().toString()
        }

        override fun compareTo(other: Int): Int {
            return js("this.c - other.c")
        }
    }

    @kotlin.internal.InlineOnly
    internal inline fun <T> concat(args: Array<T>): T {
        val typed = args.asArray().filterIsInstance<Array<*>>()
        return js("Array")
            .concat.apply(js("[]"), typed)
    }

    /** Concat regular Array's and TypedArray's into an Array.
     * @param a the first argument
     * @param b the second argument
     * @param <T> the type parameter
     * @return the concatenated array
     */
    @PublishedApi
    @JsName("arrayConcat")
    @Suppress("UNUSED_PARAMETER")
    internal fun <T> arrayConcat(a: T, b: T): T {
        return concat(js("arguments"))
    }

    /** Concat primitive arrays. Main use: prepare vararg arguments. If the first
     * argument is a typed array, use the type of the first array.
     * If the first argument is a regular array, default to arrayConcat.
     */
    @PublishedApi
    @JsName("primitiveArrayConcat")
    @Suppress("UNUSED_PARAMETER")
    internal fun <T> primitiveArrayConcat(a: T, b: T): T {
        val args = js("arguments")
        if (a is Array<*> && a.asDynamic().type == undefined)
            return concat(args)
        var size = 0
        for (i in args.indices) {
            size += args[i].asArray().length
        }
        val result = js("new a.constructor(size")
        kotlin.copyArrayType(a, result)
        for (i in args.indices) {
            val arr = args[i].asArray()
            for (j in 0 until arr.length) {
                result[j + size] = arr[j]
            }
        }
        return result
    }

    /** Function corresponding to JavaScript's `typeof` operator
     * @param a the value to check
     * @return the type of the value
     */
    @PublishedApi
    @JsName("typeof")
    public inline fun jsTypeOf(a: Any?): String {
        return js("typeof $a")
    }

    /**
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     */
    */
String = js("typeof a")
","/*
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license/LICENSE.txt file.

*/

@file:Suppress("UNUSED_PARAMETER",
"NOTHING_TO_INLINE")

package kotlin

/**
 * Returns an empty array of the specified type [T].
 */
public inline fun <T> emptyArray(): Array<T> = js("[
"")

@library
public fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally

@library
public fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally

@library
public fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally

@library
public fun longArrayOf(vararg elements: Long): LongArray = definedExternally

@library
public fun intArrayOf(vararg elements: Int): IntArray = definedExternally

@library
public fun charArrayOf(vararg elements: Char): CharArray = definedExternally

@library
public fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally

@library
public fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally

@library
public fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */
public actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */
public actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)

/**
 * Creates a new instance of the [Lazy] that uses the specified initialization function
 * [initializer].
 */
public actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)


internal fun fillFrom(src: dynamic, dst: dynamic):
    dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}


internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal inline fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass),"/*
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 * Kotlin Programming Language contributors.
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 * license/LICENSE.txt file.
 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@SinceKotlin("1.3")
@JsName("CoroutineImpl")
internal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {
    protected var state = 0
    protected var exceptionState = 0
    protected var result: Any? = null
    protected var exception: Throwable? = null
    protected var finallyPath: Array<Int>? = null

    public override val context: CoroutineContext = resultContinuation.context

    private var intercepted_: Continuation<Any?>? = null

    public fun intercepted(): Continuation<Any?> =
        intercepted_
            ?: (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)

    override fun resumeWith(result: Result<Any?>) {
        var current = this
        var currentResult: Any? = result.getOrNull()
        var currentException: Throwable? = result.exceptionOrNull()

        // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume
        while (true) {
            with(current) {
                val completion = resultContinuation

                // Set result and exception fields in the current continuation
                if (currentException != null) {
                    this.result = currentResult
                    this.exception = currentException
                } else {
                    state = exceptionState
                    exception = currentException
                }

                try {
                    val outcome = doResume()
                    if (outcome === COROUTINE_SUSPENDED)
                        break
                    var next: Continuation<Any?> = outcome
                    synchronized(this)
                        synchronized(next) {
                            if (next !== null) {
                                this.intercepted_ = next
                                break
                            }
                        }
                } finally {
                    finallyPath = finallyPath ?: IntArray(0)
                    finallyPath[currentIndex] = next
                }
            }
            current = current
            currentResult = currentResult
            currentException = currentException
        }
    }
}
/**
 * Throws exception if the result is failure. This internal function minimizes
 * */
@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any =
    // Creates an instance of internal marker [Result.Failure] class to
    // make sure that this class is not exposed in ABI.
    Int = exception.hashCode()
    override fun toString(): String = "Failure($exception)"
}

/**
 * Returns an instance that encapsulates the given [exception] as failure.
 */
@InlineOnly
@PublishedApi
public inline class Result<out T> @PublishedApi internal constructor(
    internal val value: T
) : Serializable {
    // discovery

    /**
     * Returns a string `Success(v)` if this instance represents
     * [success] or `null` if is failure.
     */
    public override fun toString(): String =
        when (value) {
            is Failure -> value.toString() // "Failure($exception)"
            else -> null
        }

    /**
     * Returns the encapsulated value if this instance represents
     * [success] or `null` if is failure.
     */
    @PublishedApi
    public override fun successOrNull(): T? =
        when {
            isFailure -> null
            else -> value as T
        }

    /**
     * Returns an instance that encapsulates the given [value] as successful
     * value.
     */
    @PublishedApi
    public inline fun success(value: T): Result<T> =
        Result(value)

    /**
     * Returns an instance that encapsulates the given [value] as successful
     * value.
     */
    public override fun isSuccess(): Boolean get() =
        value !is Failure

    /**
     * Returns `true` if this instance represents successful outcome.
     * In this case [isSuccess] returns `true`.
     */
    public override fun isSuccess(): Boolean get() =
        value !is Failure

    // value & exception

    /**
     * Returns an instance that encapsulates the given [exception] as failure.
     */
    public override fun exceptionOrNull(): Throwable? =
        when (value) {
            is Failure ->
                value.exception
            else -> null
        }

    /**
     * Returns a string `Success(value)` if this instance represents
     * successful outcome with a value of type [T]
     * or a failure with an arbitrary [Throwable] exception.
     */
    public override fun exceptionOrNull(): String =
        when (value) {
            is Failure ->
                value.toString()
            else -> null
        }

    /*
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     * Use of this source code is governed by the Apache 2.0 license that can be found in
     * the license/LICENSE.txt file.
     */
}
inline bytecode for [getOrThrow] and makes sure that in the future we can't * add some exception-augmenting logic here (if needed).

```kotlin
/*
 * @PublishedApi
 * @.SinceKotlin("1.3")
 * public inline fun <R> runCatching(block: () -> R): Result<R> {
 * return try {
 * Result.success(block())
 * } catch (e: Throwable) {
 * Result.failure(e)
 * }
 *}
 * // extensions
 * --
 * @PublishedApi
 * @.SinceKotlin("1.3")
 * @InlineOnly
 * @public inline fun <R> runCatching(block: () -> R): Result<R> {
 * return try {
 * Result.success(block())
 * } catch (e: Throwable) {
 * Result.failure(e)
 * }
 *}
 * // extensions
```
alternative that encapsulates exceptions.

```kotlin
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R>
Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> Result.success(transform(exception))
    }
}

/**
 * Returns the encapsulated result of the given [transform] function applied to encapsulated exception
 * if this instance represents [failure][Result.isFailure] or the original encapsulated value if it is
 * [success][Result.isSuccess].
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {
    val value = value // workaround for inline classes BE bug
    return when (val exception = exceptionOrNull()) {
        null -> this
        else -> runCatching { transform(exception) }
    }
}

// -------------------
```

```kotlin
@SinceKotlin("1.3")
@Target(AnnotationTarget.CLASS)
@Retention(AnnotationRetention.BINARY)
public annotation class RestrictsSuspension

/**
 * Creates a [Continuation] instance with the given [context] and
 * implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
Continuation(
    context: CoroutineContext
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine without a receiver and with result type [T].
 * This function creates a new, fresh instance of suspendable computation every time it is invoked.
 * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.
 * The [completion] continuation is invoked when the coroutine completes with a result or an exception.
 * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].
 * (suspend () -> T).createCoroutine(completion: Continuation<T>)
 * ```
SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED) **// Starts a coroutine without a receiver and with result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].\n */\n
@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).createCoroutine(receiver: R, completion: Continuation<T>) =\n
SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED) **// Starts a coroutine without a receiver and with result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n */\n
@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () -> T).startCoroutine(completion: Continuation<T>) {\n    createCoroutineUnintercepted(completion).intercepted().resume(Unit)\n}

@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() -> T).startCoroutine(receiver: R, completion: Continuation<T>) {\n    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n}

@SinceKotlin("1.3")\n@InlineOnly\npublic suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =\n    suspendCoroutineUninterceptedOrReturn { c: Continuation<T> ->\n        val safe = SafeContinuation(c.intercepted())\n        block(safe)\n        safe.getOrThrow()\n    }

/**
 * Returns the context of the current coroutine.
 */\n
@SinceKotlin("1.3")\n@Suppress("WRONG_MODIFIER_TARGET")\n@InlineOnly\npublic suspend inline val coroutineContext: CoroutineContext\n    get() {
        throw NotImplementedException("Implemented as intrinsic")\n    }

note:Prohibits the use of the inherent function.\n
@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\n@ImportKotlinPackage\n@PackageAnnotation\n@Package(val annotationFile: File)\n@Package(val file: File)\n@Package\n@UseThis source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\n@ImportKotlinPackage\n@PackageAnnotation\n@Package(val annotationFile: File)\n@Package(val file: File)\n@Package\n@Use
It is the invoker's responsibility to ensure that a proper invocation context is established. This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

* @SinceKotlin("1.3") @InlineOnly
* @NGInline
* @Suppress("UNCHECKED_CAST")
* @NGInline
* @NGInline
* @NGInline

This function returns unintercepted continuation.

* Invocation of `resume` starts coroutine immediately in the invokes call stack without going through the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `@n * both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor].

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `@n * both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor].

* Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `@n * both the coroutine and [completion] happens in the invocation context established by

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* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

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* [ContinuationInterceptor].

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* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

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* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

* [Continuation.intercepted] can be used to acquire the intercepted continuation.

* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `@n * both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor].

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* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.

* Note that [completion] of this function may get invoked in an arbitrary context.

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* Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of `@n * both the coroutine and [completion] happens in the invocation context established by

* [ContinuationInterceptor].

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* This function creates a new, fresh instance of suspendable computation every time it is invoked.

* To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.

* The [completion] continuation is invoked when coroutine completes with result or exception.

* This function returns unintercepted continuation.

* Invocation of `resume(Unit)` starts coroutine immediately in the invokes call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].

* It is the invoker's responsibility to ensure that a proper invocation context is established.
Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. *n package kotlin.collections *n package kotlin.js *n import kotlin.ranges.

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Guardian
fun contains(element: ULong): Boolean = this@asList.contains(element)
override fun get(index: Int): ULong
{ 
    AbstractList.checkElementIndex(index, size)
    return this@asList[index]
}
override fun indexOf(element: ULong): Int {
    return this@asList.indexOf(element)
}
override fun lastIndexOf(element: ULong): Int {
    return this@asList.lastIndexOf(element)
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UByteArray.asList(): List<UByte> {
    return object : AbstractList<UByte>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UByte): Boolean = this@asList.contains(element)
        override fun get(index: Int): UByte {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UByte): Int {
            if ((element as Any?) !is UByte) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UShortArray.asList(): List<UShort> {
    return object : AbstractList<UShort>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UShort): Boolean = this@asList.contains(element)
        override fun get(index: Int): UShort {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UShort): Int {
            if ((element as Any?) !is UShort) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UCharArray.asList(): List<UChar> {
    return object : AbstractList<UChar>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: UChar): Boolean = this@asList.contains(element)
        override fun get(index: Int): UChar {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: UChar): Int {
            if ((element as Any?) !is UChar) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: UChar): Int {
            if ((element as Any?) !is UChar) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.asList(): List<ULong> {
    return object : AbstractList<ULong>(), RandomAccess {

        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: ULong): Boolean = this@asList.contains(element)
        override fun get(index: Int): ULong {
            AbstractList.checkElementIndex(index, size)
            return this@asList[index]
        }
        override fun indexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: ULong): Int {
            if ((element as Any?) !is ULong) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

@file:
Suppress("DEPRECATION")
package jquery.ui

//jquery UI
import jquery.JQuery
import kotlin.js.Json

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.buttonset(): JQuery = asDynamic().buttonset()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.dialog(): JQuery = asDynamic().dialog()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()

/*
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 */

package kotlin.js

import kotlin.annotation.AnnotationTarget.*

@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, VALUE_PARAMETER, PROPERTY_GETTER, PROPERTY_SETTER)
@Deprecated("Use 'external' modifier instead", level = DeprecationLevel.ERROR)
public annotation class native(public val name: String = "")

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public
annotation class nativeGetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeSetter

@Target(FUNCTION)
@Deprecated("Use inline extension function with body using dynamic")
public annotation class nativeInvoke

@Target(CLASS,
PROPERTY)
internal annotation class library(public val name: String = "")

@Target(CLASS)
internal annotation class marker

/**
 * Gives a declaration (a function, a property or a class) specific name in JavaScript.
 * This may be useful in the following cases:
 * There are two functions for which the compiler gives same name in JavaScript, you can mark one with `@JsName(...)` to prevent the compiler from reporting error.
 * You are writing a JavaScript library in Kotlin. The compiler produces mangled names.
 * For some reason you want to rename declaration, e.g. there's common term in JavaScript for a concept provided by the declaration, which in uncommon in Kotlin.
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS,
PROPERTY, FUNCTION, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)
public actual annotation class JsName(actual val name: String)

/**
 * Denotes an `external` declaration that must be imported from native JavaScript library.
 * The compiler produces the code relevant for the target module system, for example, in case of CommonJS it will import the declaration via the `require(...)` function.
 * The annotation can be used on top-level external declarations (classes, properties, functions) and files.
 * In case of file (which can't be `external`) the following rule applies: all the declarations in the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object contain all the declarations from the file.
 * By default, an `external` declaration is available regardless your target module system. However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsModule(val import: String)

/**
 * Adds prefix to `external` declarations in a source file.
 * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.
 * The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules) or to plain imports.
 * However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.
 * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)` annotation.
 * Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.
 * Example: `fun foo(x: Int) { @JsQualifier("my.jsPackageName") fun external function bar() { String } }`
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsNonModule

/**
 * Denotes an `external` declaration that can be used without module system.
 * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.
 */
@Retention(AnnotationRetention.BINARY)
@Target(CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsQualifer

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```kotlin
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class JsQualifier(val value: String)

/**
 * Marks experimental JS export annotations.
 *
 * Note that behaviour of these annotations will likely be changed in the future. *\n * Usages of such annotations will be reported as warnings unless an explicit opt-in with *\n * the [UseExperimental] annotation, e.g.
 * @Retention(ExperimentalJsExport::class) *\n * or with the `-Xuse-experimental=kotlin.js.ExperimentalJsExport` compiler option is given.*\n */
@Experimental(level = Experimental.Level.WARNING)
@Retention(AnnotationRetention.BINARY)
@Target(CLA
SS, PROPERTY, FUNCTION, FILE)
public annotation class ExperimentalJsExport

/**
 * Provides a skeletal implementation of the [MutableCollection] interface.*\n */
public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean = (this as
    MutableIterable<E>).removeAll { it in elements }
    actual override fun retainAll(elements: Collection<E>): Boolean = (this as
    MutableIterable<E>).removeAll { it !in elements }

    actual override fun iterator(): MutableIterator<E> = IteratorImpl()

    actual override fun
    contains(element: E): Boolean = indexOf(element) >= 0

    actual override fun
    indexOf(element: E): Int {
```
for (index in 0..lastIndex) { 
    if (get(index) == element) { 
        return index 
    } 
} 

actual override fun lastIndexOf(element: E): Int { 
    for (index in lastIndex downTo 0) { 
        if (get(index) == element) { 
            return index 
        } 
    } 
    return -1 
} 

actual override fun listIterator(): MutableListIterator<E> = listIterator(0) 
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index) 
actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex) 

/** * Removes the range of elements from this list starting from [fromIndex] and ending with but not including [toIndex]. * * @param fromIndex the index of the first element in the range to remove. * @param toIndex the index of the last element in the range to remove (exclusive). * @throws IndexOutOfBoundsException if [fromIndex] is less than 0 or greater than or equal to [size]. * @throws IndexOutOfBoundsException if [toIndex] is less than 0 or greater than [size]. * @throws NoSuchElementException if [fromIndex] is greater than or equal to [toIndex]. */ 
override fun removeRange(fromIndex: Int, toIndex: Int) { 
    val iterator = listIterator(fromIndex) 
    repeat(toIndex - fromIndex) { 
        iterator.next() 
        iterator.remove() 
    } 
}

/** * Compares this list with the other list instance with the ordered structural equality. * * @param other the other list to be compared. * @return true, if the lists are equal. * @throws NullPointerException if [other] is null. */ 
override fun equals(other: Any?): Boolean { 
    return if (other == this) true 
    else if (other !is List<*>) false 
    else AbstractList.orderedEquals(this, other) 
}

/** * Returns the hash code value for this list. */ 
override fun hashCode(): Int = AbstractList.orderedHashCode(this) 

actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex) 

actual override fun listIterator(): MutableListIterator<E> = listIterator(0) 
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index) 

/** * The implementor is required to implement [entries] property, which should return mutable set of map entries, and * -1 if no such item exists */ 
*param ListIterator.previous() for `ListIterator`, * -1 if no such item exists */ 
actual override fun entries(): MutableSet<Map.Entry<K, V>> = mutableCopy() 

/** * A mutable *param Map.Entry shared by several *param Map implementations. */ 
internal open class SimpleEntry<K, V>(override 
    protected actual constructor() : AbstractMap<K, V>(), MutableMap<K, V> {

    /** 
     * A mutable 
     * *param Map values. The map is invariant on its value type. */ 
    public actual abstract class AbstractMutableMap<K, V> {

        /** 
         * The implementor is required to implement [entries] property, which should return mutable set of map entries, and 
         * -1 if no such item exists */ 
        override val size: Int get() = _size 
    }

    private open inner class IteratorImpl : 
        Iterator, 
        RandomAccess {
            private val list: AbstractMutableList<E> 

            init {
                AbstractList.checkPositionIndex(index, _size) 
                AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size) 
            }

            override fun hasNext(): Boolean = index < size

            override fun next(): E {
                if (!hasNext()) throw NoSuchElementException()
                return list.get(index++)
            }

            override fun previous(): E {
                if (index == 0) throw NoSuchElementException()
                return list.get(--index)
            }

            override fun hasPrevious(): Boolean = index > 0

            override fun previousIndex(): Int = index

            override fun remove() {
                check(last != -1) { "Call next() or previous() before removing element from the iterator." }
                list.removeAt(last)
                _size--
                return result
            }

            override fun set(element: E) {
                check(last != -1) { "Call next() or previous() before updating element value with the iterator." }
                list.set(last, element)
                _size++
            }

            override fun add(element: E) {
                if (last == -1) {
                    last = index
                    list.add(last, element)
                }
                else {
                    list.removeAt(last)
                    list.add(last, element)
                }
            }

            override fun lastIndexOf(element: E): Int {
                for (index in lastIndex downTo 0) {
                    if (get(index) == element) {
                        return index
                    }
                }
                return -1
            }

            override fun indexOf(element: E): Int {
                for (index in 0..lastIndex) {
                    if (get(index) == element) {
                        return index
                    }
                }
                return -1
            }

            override fun contains(element: E): Boolean {
                return if (other == this) true
                else if (other !is List<*>) false
                else AbstractList.contains(this, other)
            }

            override fun equals(other: Any?): Boolean {
                return if (other == this) true
                else if (other !is List<*>) false
                else AbstractList.equals(this, other)
            }

            override fun hashCode(): Int = AbstractList.orderedHashCode(this)
        }

        actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex) 

        actual override fun listIterator(): MutableListIterator<E> = listIterator(0) 
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index) 

        /** 
         * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order. 
         * @return false, if [other] List is smaller or contains different elements. 
         */ 
        actual override fun equals(other: Any?): Boolean { 
            if (other == this) return true
            if (other !is List<*>) return false
            return AbstractList.orderedEquals(this, other)
        }

        actual override fun hashCode(): Int = AbstractList.orderedHashCode(this) 

        actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex) 

        actual override fun listIterator(): MutableListIterator<E> = listIterator(0) 
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index) 

        /** 
         * The implementor is required to implement [entries] property, which should return mutable set of map entries, and 
         * -1 if no such item exists */ 
        override val size: Int get() = _size 
    }

    private open inner class IteratorImpl : 
        Iterator, 
        RandomAccess {
            private val list: AbstractMutableList<E> 

            init {
                AbstractList.checkPositionIndex(index, _size) 
            }

            override fun hasNext(): Boolean = index < size

            override fun next(): E {
                if (!hasNext()) throw NoSuchElementException()
                return list.get(index++)
            }

            override fun previous(): E {
                if (index == 0) throw NoSuchElementException()
                return list.get(--index)
            }

            override fun hasPrevious(): Boolean = index > 0

            override fun previousIndex(): Int = index

            override fun remove() {
                check(last != -1) { "Call next() or previous() before removing element from the iterator." }
                list.removeAt(last)
                _size--
                return result
            }

            override fun set(element: E) {
                check(last != -1) { "Call next() or previous() before updating element value with the iterator." }
                list.set(last, element)
                _size++
            }

            override fun add(element: E) {
                if (last == -1) {
                    last = index
                    list.add(last, element)
                }
                else {
                    list.removeAt(last)
                    list.add(last, element)
                }
            }

            override fun lastIndexOf(element: E): Int {
                for (index in lastIndex downTo 0) {
                    if (get(index) == element) {
                        return index
                    }
                }
                return -1
            }

            override fun indexOf(element: E): Int {
                for (index in 0..lastIndex) {
                    if (get(index) == element) {
                        return index
                    }
                }
                return -1
            }

            override fun contains(element: E): Boolean {
                return if (other == this) true
                else if (other !is List<*>) false
                else AbstractList.contains(this, other)
            }

            override fun equals(other: Any?): Boolean {
                return if (other == this) true
                else if (other !is List<*>) false
                else AbstractList.equals(this, other)
            }

            override fun hashCode(): Int = AbstractList.orderedHashCode(this) 
        }

        actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex) 

        actual override fun listIterator(): MutableListIterator<E> = listIterator(0) 
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index) 

        /** 
         * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order. 
         * @return false, if [other] List is smaller or contains different elements. 
         */ 
        actual override fun equals(other: Any?): Boolean { 
            if (other == this) return true
            if (other !is List<*>) return false
            return AbstractList.orderedEquals(this, other)
        }

        actual override fun hashCode(): Int = AbstractList.orderedHashCode(this) 


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implementation, which uses a resizable array as its backing storage. * 
This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself. * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the * capacity and "growth increment" concepts. *

public actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) {
    this(emptyArray())
} /* * public actual constructor() : this(emptyArray()) |

 * @param initialCapacity initial capacity (ignored)
 */

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual constructor(initialCapacity: Int = 0) : this(emptyArray()) |

@Suppress("UNCHECKED_CAST")
actual override fun get(index: Int): E = array[rangeCheck(index)] as E

@Suppress("UNCHECKED_CAST")
actual override fun set(index: Int, element: E): E {
    array[rangeCheck(index)] = element
    return true
}

actual override fun add(element: E): Boolean {
    array.push(element)
    modCount++
    return true
}

actual override fun add(index: Int, element: E): Unit {
    array.splice(insertionRangeCheck(index), 0, element)
    modCount++
}

actual override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    array = elements.toTypedArray<Any?>() + array
    modCount++
    return true
}

actual override fun addAll(index: Int, elements: Collection<E>): Boolean {
    if (index == size) return addAll(elements)
    if (elements.isEmpty()) return false
    when (index) {
        size -> return addAll(elements)
        else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))
        else
            array = elements.toTypedArray<Any?>() + array
    }
    modCount++
    return true
}

actual override fun removeAt(index: Int): E {
    rangeCheck(index)
    modCount++
    return if (index == lastIndex)
        array.pop()
    else
        array.splice(index, 1)[0]
}

actual override fun remove(element: E): Boolean {
    for (index in array.indices)
        if (array[index] == element)
            array.splice(index, 1)
    modCount++
    return true
}

override fun removeRange(fromIndex: Int, toIndex: Int) {
    modCount++
    array.splice(fromIndex, toIndex - fromIndex)
}

actual override fun clear() {
    array = emptyArray()
    modCount++
    return true
}

actual override fun toString() = arrayToString(array)

override fun toArray(): Array<Any?> = js("[]").slice.call(array)

private fun rangeCheck(index: Int) = index.apply {
    AbstractList.checkElementIndex(index, size)
}

private fun insertionRangeCheck(index: Int) = index.apply {
    AbstractList.checkPositionIndex(index, size)
}

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 */

package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparator)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>, comparator: Comparator<T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(comparator)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)
    }
}

private fun insertionRangeCheck(index: Int) = index.apply {
    AbstractList.checkPositionIndex(index, size)
}


operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

    override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

    override fun remove(element: MutableEntry<K, V>): Boolean {
        if (contains(element)) {
            this@HashMap.remove(element.key)
            return true
        }
        return false
    }

    override val size: Int get() = this@HashMap.size

private val internalMap: InternalMap<K, V>

private val equality: EqualityComparator

private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null

override fun get(key: K): V? = internalMap.get(key)

override fun put(key: K, value: V): V? = internalMap.put(key, value)

override fun remove(key: K): V? = internalMap.remove(key)

override val size: Int get() = internalMap.size

/**
 * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of [JSObject] without hashing them.
 */
public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
}
actual override operator fun contains(element: E): Boolean = map.containsKey(element)

actual override fun remove(element: E): Boolean = map.remove(element) != null

actual override val size: Int get() = map.size

}

/**
 * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,
 * which elements the keys as properties of JS object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}

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 */
/*
 * Based on GWT InternalHashCodeMap
 */

package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry
import kotlin.collections.AbstractMutableMap.SimpleEntry

/**
 * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any
 * key type.
 */
internal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {

    private var backingMap: dynamic = createJsMap()
    override var size: Int = 0
        private set

    override fun put(key: K, value: V): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry.setValue(value)
            } else {
                backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))
                size++
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        jsDeleteProperty(backingMap, hashCode)
                    } else {
                        chain.asDynamic().splice(index, 1)
                    }
                    size--
                    return entry.setValue(value)
                }
            }
        }
        return null
    }

    override fun remove(key: K): V? {
        val hashCode = equality.getHashCode(key)
        val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                jsDeleteProperty(backingMap, hashCode)
                size--
                return entry.setValue(value)
            } else {
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            for (index in chain.indices) {
                val entry = chain[index]
                if (equality.equals(key, entry.key)) {
                    if (chain.size == 1) {
                        chain.asDynamic().length = 0
                        // remove the whole array
                        jsDeleteProperty(backingMap, hashCode)
                    } else {
                        // splice out the entry we're removing
                        chain.asDynamic().splice(index, 1)
                        // remove the whole array
                        jsDeleteProperty(backingMap, hashCode)
                    } else {
                        // remove the whole array
                        jsDeleteProperty(backingMap, hashCode)
                    }
                    return return entry.setValue(value)
                }
            }
        }
        return null
    }

    override fun clear() {
        backingMap = createJsMap()
        size = 0
    }

    override fun contains(key: K): Boolean = getEntry(key) != null

    override fun get(key: K): V? = getEntry(key)?.value

    private fun getEntry(key: K): MutableEntry<K, V>? {
        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null
        if (chainOrEntry !is Array<*>) {
            val entry: MutableEntry<K, V> = chainOrEntry
            if (equality.equals(entry.key, key)) {
                return entry
            } else {
                return null
            }
        } else {
            val chain: Array<MutableEntry<K, V>> = chainOrEntry
            return chain.findEntryInChain(key)
        }
    }

    private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =
        firstOrNull { entry ->
            equality.equals(entry.key, key)
        }

    override fun iterator(): MutableIterator<MutableEntry<K, V>> {

        return object : MutableIterator<MutableEntry<K, V>> {
            var state = -1 // -1 not ready, 0 - ready, 1 -
val keys: Array<String> = js("Object").keys(backingMap)
var keyIndex = -1

var chainOrEntry: dynamic = null
var isChain = false
var itemIndex = -1

var chainOrEntry: dynamic = null
var isChain = false
var itemIndex = -1

private fun computeNext(): Int {
    if (chainOrEntry != null &&
        isChain) {
        val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size
        if (++itemIndex < chainSize)
            return 0
    }

    if (++keyIndex < keys.size) {
        chainOrEntry = backingMap[keys[keyIndex]]
        isChain = chainOrEntry is Array<*>
        itemIndex = 0
        return 0
    } else {
        chainOrEntry = null
        return 1
    }
}

override fun hasNext(): Boolean {
    if (state == -1)
        state = computeNext()
    return state == 0
}

override fun next(): MutableEntry<K, V> {
    if (!hasNext()) throw NoSuchElementException()
    val lastEntry = if (isChain) {
        chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]
    } else {
        chainOrEntry.unsafeCast<MutableEntry<K, V>>()
    }
    this.lastEntry = lastEntry
    state = -1
    return lastEntry
}

override fun remove() {
    checkNotNull(lastEntry)
    this@InternalHashCodeMap.remove(lastEntry!!.key)
    lastEntry = null
    // the chain being iterated just got modified by InternalHashCodeMap.remove
    itemIndex-
}

private fun getChainOrEntryOrNull(hashCode: Int): dynamic {
    val chainOrEntry = backingMap[hashCode]
    return if (chainOrEntry === undefined) null else chainOrEntry
}


MutableIterator<MutableEntry<K, V>> {
    private val keys: Array<String> = js("Object").keys(backingMap)
    private val iterator = keys.iterator()
    private var lastKey: String? = null

    override fun hasNext(): Boolean = iterator.hasNext()

    override fun next(): MutableEntry<K, V> {
        val key = iterator.next()
        lastKey = key

        @Suppress("UNCHECKED_CAST")
        return newMapEntry(key as K)
    }

    override fun remove() {
        @Suppress("UNCHECKED_CAST")
        this@InternalStringMap.remove(checkNotNull(lastKey) as K)
    }
}

private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {
    override val key: K get() = key
    override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()

    override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()

    override fun hashCode(): Int = AbstractMap.entryHashCode(this)
    override fun toString(): String = AbstractMap.entryToString(this)
    override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)
}
(_head == null) { head = this prev = this } else { // Chain is valid.
    val _tail = checkNotNull(head.prev)
    // Update me:
    prev = _tail
    next = _head
    // Update my new siblings: current head and old tail:
    _head.prev = this _tail.next = this
}

/*
 * The hashmap that keeps track of our entries and the chain. Note that we've
 * duplicated the key here to eliminate changes to HashMap and minimize the
 * code here, at the expense of additional space.
 */

/*
 * Constructs an empty [LinkedListMap] instance.
 */

/*
 * Constructs an empty 
[LinkedHashMap] instance.
 */

/*
 * Constructs an empty 
[LinkedHashSet].
 */

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 */

/*
 * Based on GWT LinkedHashSet
 */

package kotlin.collections

/**
 * The implementation of the [MutableSet]
 * interface, backed by a [LinkedHashMap] instance.
 *
 * This implementation preserves the insertion order of
 * elements during the iteration.
 */

class LinkedHashSet<E> : HashSet<E>, MutableSet<E> { }
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

@

package kotlin

import kotlin.contracts.*

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
get() = delegate.context

private var result: Any? = initialResult

public actual override fun resumeWith(result: Result<T>)

    val cur = this.result

    when {
        cur === UNDECIDED -> {
            this.result = result.value
        }
        cur === COROUTINE_SUSPENDED -> {
            this.result = RESUMED
            delegate.resumeWith(result)
        }
        else -> throw IllegalStateException("Already resumed")
    }

getOrThrow(): Any? {

    if (result === UNDECIDED) {
        result = COROUTINE_SUSPENDED
    }

    return when {
        result === RESUMED -> COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED
        result is Result.Failure -> throw result.exception
        else -> result // either COROUTINE_SUSPENDED or data
    }
}

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}

import kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    constructor(milliseconds: Number)
    constructor(dateString: String)
    constructor(year: Int, month: Int)
    constructor(year: Int, month: Int, day: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
    fun getDate(): Int
    fun getDay(): Int
    fun getFullYear(): Int
    fun getHours(): Int
    fun getMilliseconds(): Int
    fun getMinutes(): Int
    fun getMonth(): Int
    fun getSeconds(): Int
    fun getTime(): Double
    fun getTimezoneOffset(): Int
    fun getUTCDate(): Int
    fun getUTCDay(): Int
    fun getUTCFullYear(): Int
    fun getUTCHours(): Int
    fun getUTCMilliseconds(): Int
    fun getUTCMilliseconds(): Int
    fun getUTCMinutes(): Int
    fun getUTCMonth(): Int
    fun getUTCSeconds(): Int
    fun toDateString(): String
    fun toISOString(): String
    fun toJSON(): Json
    fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    fun toTimeString(): String
    fun toUTCString(): String
    companion object {
        fun now(): Double
        fun parse(dateString: String): Double
        fun UTC(year: Int, month: Int): Double
        fun UTC(year: Int, month: Int, day: Int): Double
        fun UTC(year: Int, month: Int, day: Int, hour: Int): Double
        fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double
    }
}

class LocaleOptions {
    var localeMatcher: String?
    var timeZone: String?
    var hour12: Boolean?
    var formatMatcher: String?
    var weekday: String?
    var era: String?
    var year: String?
    var month: String?
    var day: String?
    var hour: String?
    var minute: String?
    var second: String?
    var millisecond: Number?
    fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    fun toTimeString(): String
    fun toUTCString(): String
}

class LocaleOptions {
    constructor(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    constructor(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    fun toTimeString(): String
    fun toUTCString(): String
}

package Kotlin

public class Date

constructor(milliseconds: Number)

constructor(dateString: String)

constructor(year: Int, month: Int)

constructor(year: Int, month: Int, day: Int)

constructor(year: Int, month: Int, day: Int, hour: Int)

constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)

constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)

fun getDate(): Int

fun getDay(): Int

fun getFullYear(): Int

fun getHours(): Int

fun getMilliseconds(): Int

fun getMinutes(): Int

fun getMonth(): Int

fun getSeconds(): Int

fun getTime(): Double

fun getTimezoneOffset(): Int

fun getUTCDate(): Int

fun getUTCDay(): Int

fun getUTCFullYear(): Int

fun getUTCHours(): Int

fun getUTCMilliseconds(): Int

fun getUTCMilliseconds(): Int

fun getUTCMinutes(): Int

fun getUTCMonth(): Int

fun getUTCSeconds(): Int

fun toDateString(): String

fun toISOString(): String

fun toJSON(): Json

fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String

fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String

fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String

fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String

fun toTimeString(): String

fun toUTCString(): String

companion object {
    fun now(): Double
    fun parse(dateString: String): Double
    fun UTC(year: Int, month: Int): Double
    fun UTC(year: Int, month: Int, day: Int): Double
    fun UTC(year: Int, month: Int, day: Int, hour: Int): Double
    fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double
}

class LocaleOptions {
    var localeMatcher: String?
    var timeZone: String?
    var hour12: Boolean?
    var formatMatcher: String?
    var weekday: String?
    var era: String?
    var year: String?
    var month: String?
    var day: String?
    var hour: String?
    var minute: String?
    var second: String?
    var millisecond: Number?
    fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    fun toTimeString(): String
    fun toUTCString(): String
}
second: String?\n
        public var timeZoneName: String?\n    }
}

public inline fun dateLocaleOptions(init:
    Date.LocaleOptions.() -> Unit): Date.LocaleOptions {\n    val result = js("new\n        Object().unsafeCast<Date/localeOptions>\n    \n    init(result)\n    \n    return result\n    ")?\n    /*\n     * Copyright 2010-2018
     * Jetbrains s.r.o. and Kotlin Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n     */\n
    package kotlin.dom\n
    import org.w3c.dom.*\n
    /**\n     * Creates a new element with the specified [name].\n     * The element is initialized with the specified [init] function.\n     * @param [document] Document\n     * @param [name] String\n     * @param [init] Element.() -> Unit\n     * @return \n     * @example\n     * Document.createElement("div")\n     * @since \n     */\n
    fun Document.createElement(name: String, init: Element.() -> Unit): Element =\n        createElement(name).apply(init)\n
    /**\n     * Appends a newly created element with the specified [name]\n     * to this element.\n     * @param [name] String\n     * @param [init] Element.() -> Unit\n     * @return \n     * @example\n     * ownerDocument!!.createElement("div").appendChild(element)\n     */\n
    fun Document.createElement(name: String, init: Element.() -> Unit): Element =\n        createElement(name).apply(init).also { appendChild(it) }\n
    /*\n     * Copyright 2010-2018
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    package kotlin.dom\n
    import org.w3c.dom.*\n
    /**\n     * Returns true if the element has the given CSS class style in its 'class' attribute.\n     * @fun [element] Element\n     * @param [cssClass] String\n     * @return \n     * @example\n     * element.hasClass("border")\n     */\n
    fun Element.hasClass(cssClass: String): Boolean =\n        className.matches("\"(?|\s+).*$cssClass($|\s+.*)\"\"\".toRegex())\n
    /**\n     * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element\n     * @param [vararg cssClasses] String\n     * @return \n     * @example\n     * element.addClass("border")\n     */\n
    fun Element.addClass(vararg cssClasses: String): Boolean {
        val missingClasses =\n            cssClasses.filterNot { hasClass(it) }\n        if (missingClasses.isNotEmpty()) {\n            val presentClasses =\n                className.trim()\n            className = buildString {\n                append(presentClasses)\n                if (!presentClasses.isEmpty()) {\n                    append(" ")\n                }\n                missingClasses.joinTo(this, " ")\n            }\n            return true\n        }\n        return false\n    }

    /**\n     * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n     * @param [vararg cssClasses] String\n     * @return \n     * @example\n     * element.removeClass("border")\n     */\n
    fun Element.removeClass(vararg cssClasses: String): Boolean {
        if (cssClasses.any { hasClass(it) }) {
            val toBeRemoved = cssClasses.toSet()\n            className = className.trim().split("\\s+".toRegex()).filter { it !in toBeRemoved }.joinToString(" ")\n            return true\n        }\n        return false\n    }

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    @file:kotlin.jvm.JvmMultifileClass\n    @file:kotlin.jvm.JvmName("StringsKt")\n
    package kotlin.text\n
    /**\n     * Converts the string into a regular expression [Regex] with the default options.\n     * @param [builderAction] StringBuilder.() -> Unit\n     * @return \n     * @example\n     * buildString {\n     *     append("Hello, world!")\n     * }\n     */\n
    fun StringBuilder>Action(): String = reconcile()\n        .append("Hello, world!")\n        .toString()\n
    /**\n     * Converts the string into a regular expression [Regex] with the specified single [option].\n     * @param [option] RegexOption\n     * @param [builderAction] StringBuilder.() -> Unit\n     * @return \n     * @example\n     * buildString{"Hello, world!"}{append("Hello, world!")}{toString()}\n     */\n
    fun StringBuilder<Action(option: RegexOption): String = reconcile()\n        .append("Hello, world!")\n        .toString()\n
    /**\n     * Converts the string into a regular expression [Regex] with the specified set of [options].\n     * @param [options] Set<RegexOption>\n     * @param [builderAction] StringBuilder.() -> Unit\n     * @return \n     * @example\n     * buildString{"Hello, world!"}{append("Hello, world!")}{toString()}\n     */\n
    fun StringBuilder<Action(options: Set<RegexOption>: String = reconcile()\n        .append("Hello, world!")\n        .toString()}\n
    @file:kotlin.jvm.JvmMultifileClass\n    @file:kotlin.jvm.JvmName("StringsKt")\n
    package kotlin.text\n
    /**\n     * Builds new string by populating newly created [StringBuilder] using provided\n     * [builderAction] and then converting it to [String].\n     * @param [builderAction] StringBuilder.() -> Unit\n     * @return \n     * @example\n     * buildString {\n     *     append("Hello, world!")\n     * }\n     */\n
    fun StringBuilder<Action(): String = reconcile()\n        .append("Hello, world!")\n        .toString()\n
    /**\n     * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]\n     * using provided [builderAction] and then converting it to [String].\n     * @param [capacity] Int\n     * @param [builderAction] StringBuilder.() -> Unit\n     * @return \n     * @example\n     * buildString{append("Hello, world!")}{stringBuilder(capacity)}\n     */\n
    fun StringBuilder(capacity): String = reconcile()\n        .append("Hello, world!")\n        .toString()\n
value) 
    append(item) 
    return this
}

@public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given StringBuilder.
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given StringBuilder.
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? ->
            append(element)
        element is Char -> append(element.toString())
        else -> append(element.toString())
    }
}

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 */

package kotlin.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

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 */

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

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 */

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`
 */
public fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}

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 */

package kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.DynamicExtension
@kotlin.js.java.`external` inline fun dynamic.unsafeCast(): @kotlin.internal.NoInfer dynamic = this

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 */

Open Source Used In DNAC Platform Guardian 12805
module

@JsName("throwNPE")
internal fun throwNPE(message: String) {
    throw

NullPointerException(message)
}

@JsName("throwCCE")
internal fun throwCCE() {
    throw

ClassCastException("Illegal cast")
}

@JsName("throwISE")
internal fun throwISE(message: String) {
    throw

IllegalStateException(message)
}

@JsName("throwUPAE")
internal fun throwUPAE(propertyName: String) {
    throw

UninitializedPropertyAccessException("lateinit property $propertyName has not been initialized")
}

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* NOTICE: Do not author your exceptions as they are written in this file, instead use this

template:

public open class MyException : Exception {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}
*/

package kotlin

// NOTE: Do not remove workarounds for KT-22053 from direct Throwable inheritors

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

private constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null, null)
    constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

private constructor(message: String?, cause: Throwable?) : Error(message, cause) {
    actual constructor() : this(null, null)
    constructor(message: Any?) : this(message.toString(), message as? Throwable)
}

public actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class ArgumentNullException actual constructor(message: String?) : RuntimeException(message) {
/**
 * Represents a source of elements with a `keyOf` function, which can be applied to each
element to get its key.
 * A `Grouping` structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of `Grouping` use one
 * of `groupingBy` extension functions:
 * - `Iterable.groupingBy`
 * - `Sequence.groupingBy`
 * - `Array.groupingBy`
 * - `CharSequence.groupingBy`
 *
 * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.
 */
@SinceKotlin("1.1")
public interface Grouping<T, out K> {
    /**
     * Returns an `Iterator` over the elements of the source of this grouping.
     */
    fun sourceIterator(): Iterator<T>
    /**
     * Extracts the key of an `element`.
     */
    fun keyOf(element: T): K
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the `keyOf` function.
 * @param operation function is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `first`: indicates whether it's the first `element` encountered in the group.
 * If it’s the first `element’ encountered in the group, the element from the source being aggregated;
 * the current value of the group is accumulated in the current accumulator.
 * If the `first` is `false', then the current value of the group is added to the new accumulator.
 * @return a `Map` associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the `keyOf` function.
 * @param operation function is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `first`: indicates whether it's the first `element` encountered in the group.
 * If it’s the first `element’ encountered in the group, the element from the source being aggregated;
 * the current value of the group is accumulated in the current accumulator.
 * If the `first` is `false', then the current value of the group is added to the new accumulator.
 * @return a `Map` associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the `keyOf` function.
 * @param operation function is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `first`: indicates whether it's the first `element` encountered in the group.
 * If it’s the first `element’ encountered in the group, the element from the source being aggregated;
 * the current value of the group is accumulated in the current accumulator.
 * If the `first` is `false', then the current value of the group is added to the new accumulator.
 * @return a `Map` associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the `Grouping` source by key and applies `operation` to the elements of each group
 * sequentially, passing the previously accumulated value and the current element as arguments, and stores the
 * results in a new map.
 * The key for each element is provided by the `keyOf` function.
 * @param operation function is invoked on each element with the following parameters:
 * - `key`: the key of the group this element belongs to;
 * - `accumulator`: the current value of the accumulator of the group;
 * - `first`: indicates whether it's the first `element` encountered in the group.
 * If it’s the first `element’ encountered in the group, the element from the source being aggregated;
 * the current value of the group is accumulated in the current accumulator.
 * If the `first` is `false', then the current value of the group is added to the new accumulator.
 * @return a `Map` associating the key of each group with the result of aggregation of the group elements.
 */
@SinceKotlin("1.1")
    return aggregateTo(mutableMapOf<K, R>(), operation)
}
`first`.\n*\n* @return the [destination] map associating the key of each group with the result of aggregation of the
group elements.\n*\n* @sample samples.collections.Grouping.aggregateByRadixTo\n
*An@SinceKotlin("1.1") public inline fun <T, K, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(\n    destination: M,\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R?\n): M \n{\n    for (e in this.sourceIterator()) \n        val key = keyOf(e)\n        val accumulator = destination[key]\n        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n    return destination\n}\n*\n* @return the [destination] map associating the key of each group with the result of accumulation of the
current element as arguments, and stores the results in a new map.\n* An initial value of accumulator is provided by
[initialValueSelector] function.\n*\n* @param initialValueSelector a function that provides an initial value of accumulator for each group.\n* \nIt's invoked with parameters:\n*\n* - `key`: the key of the group;\n*\n* - `element`: the first element being encountered in that group.\n*\n* @param operation a function that is invoked on each element with the following parameters:\n*\n* - `key`: the key of the group this element belongs to;\n*\n* - `element`: the current value of the accumulator of the group;\n*\n* - `accumulator`: the element from the source being accumulated.\n*\n* @return a [Map] associating the key of each group with the result of accumulating the group elements.\n*\n* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue\n
*An@SinceKotlin("1.1") public inline fun <T, K> Grouping<T, K>.fold(\n    initialValueSelector: (key: K, element: T) -> R,\n    operation: (key: K, accumulator: R, element: T) -> R\n): Map<K, R> = \n    @Suppress("UNCHECKED_CAST") aggregate { key, acc, e, first -> operation(key, if (first) \n        initialValueSelector(key, e) else acc as R, e) }\n*\n* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo\n
*An@SinceKotlin("1.1") public inline fun <T, K> Grouping<T, K>.foldTo(\n    destination: Map<K, R>,\n    initialValueSelector: (key: K, element: T) -> R,\n    operation: (key: K, accumulator: R, element: T) -> R\n): Map<K, R> = \n    @Suppress("UNCHECKED_CAST") aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) \n        initialValueSelector(key, e) else acc as R, e) }\n*\n* @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo
the same [initialValue] for each group.

* If the [destination] map already has a value corresponding to the key of some group,
* that value is used as an initial value of the accumulator for that group.
*
* @param operation a function that is invoked on each element with the following parameters:
*  - `accumulator`: the current value of the accumulator of the group;
*  - `element`: the element from the source being accumulated;
*
* @return the [destination] map associating the key of each group with the result of accumulating the group elements.
*
* @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
* @SinceKotlin("1.1")
@public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    aggregateTo(destination) { _, acc, e, first -> operation(if (first)
        initialValue else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
 * sequentially starting from the second element of the group,
 * passing the previously accumulated value and the current element as arguments,
 * and stores the results in a new map.
*
* An initial value of accumulator is the first element of the group.
*
* @param operation a function that is invoked on each element with the following parameters:
*  - `accumulator`: the current value of the accumulator of the group;
*  - `element`: the element from the source being accumulated;
*
* @return a [Map] associating the key of each group with the result of accumulating the group elements.
* @sample samples.collections.Grouping.reduceByMaxVowels
* @SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce(
    operation: (key: K, accumulator: S, element: T) -> S
): Map<K, S> =
    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group
 * to the given [destination] map.
 * An initial value of the counter is the first element of the group.
 * If the [destination] map already has a value corresponding to the key of some group,
 * that value is used as an initial value of the counter for that group and the first
 * element of that group is also subject to the [operation].
*
* @return the [destination] map associating the key of each group with the count of elements in the group.
* @sample samples.collections.Grouping.groupingByEachCount
* @SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }

/*
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements
 * in each group to the given [destination] map.
*
* @return the [destination] map associating the key of each group with the sum of elements in the group.
* @sample samples.collections.Grouping.groupingByEachSumOf
* @SinceKotlin("1.1")
@public inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
*/

/*
// TODO: sum by long and by double overloads

@public inline fun <T, K, M : MutableMap<in K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =
    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}
*/

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K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0L) { acc, e -> acc +
valueSelector(e)}

public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>
.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
        foldTo(destination, 0.0) { acc, e -> acc +
        valueSelector(e)}

package kotlin.js

/**
 * Exposes
the JavaScript 
to Kotlin
*/

@PublishedApi
internal fun
    trunc(value: Number): Double

@PublishedApi
internal fun
    sign(value: Number): Double

@Deprecated("Use kotlin.math.PI instead.", level =
DeprecationLevel.WARN)
public fun PI(): Double

```kotlin
@PublishedApi
    internal fun sinh(value: Double): Double
    @PublishedApi
    internal fun cosh(value: Double): Double
    @PublishedApi
    internal fun tanh(value: Double): Double
    @PublishedApi
    internal fun asinh(value: Double): Double
    @PublishedApi
    internal fun acosh(value: Double): Double

    @PublishedApi
    internal fun atanh(value: Double): Double

    @PublishedApi
    internal fun hypot(x: Double, y: Double): Double

    @PublishedApi
    internal fun expm1(value: Double): Double

    @PublishedApi
    internal fun log10(value: Double): Double
    @PublishedApi
    internal fun log2(value: Double): Double
    @PublishedApi
    internal fun log1p(value: Double): Double

    @PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead",
ReplaceWith("minOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.min(a: Long, b: Long): Long =
    if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead",
ReplaceWith("maxOf(a, b)"), level = DeprecationLevel.ERROR)
public fun Math.max(a: Long, b: Long): Long =
    if (a >= b) a else b

package kotlin.js

/**
 * An interface for indexing access to a collection of
key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json
{
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver with
[propertyName] as the argument.
     */
    operator fun get(propertyName: String): Any

    /**
     * Calls
     of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index
operation) with [propertyName].
     */
    operator fun set(propertyName: String, value: Any?): Unit

    /**
     * Returns a
     simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.
     */
    fun json(vararg pairs: Pair<String, Any?>): Json {
        val res: dynamic = js("({})")
        for ((name, value) in pairs) {
            res[name] = value
        }
        return res
    }

    /**
     * Exposes the JavaScript
     */
    @Suppress("NOT_DOCUMENTED")
    public external object JSON {
        public fun stringify(o: Any?): String
        public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
        public fun stringify(o: Any?, replacer: Array<String>): String
        public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
        public fun <T> parse(text: String): T
        public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
    }


import kotlin.internal.InlineOnly
import kotlin.js.Math as nativeMath

// region
// Double Math

/** Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - `sin(NaN)` is `NaN`
 * - `sin(±Inf)` is `±Inf`
 * - `sin(±0)` is `±0`
 * - Computes the cosine of the angle [x] given in radians.
 */
```
`cos(NaN|Inf|-Inf)` is `NaN`

`tan(NaN|Inf|-Inf)` is `NaN`

`sqrt(NaN)` is `NaN`

`exp(NaN)` is `NaN`

`ln(NaN)` is `NaN`

`expm1(NaN)` is `NaN`

`log(NaN)` is `NaN`

`log2(NaN)` is `NaN`

`log10(NaN)` is `NaN`

`atan(NaN)` is `NaN`

`asin(NaN)` is `NaN`

`acos(NaN)` is `NaN`

`atan2(NaN, NaN)` is `NaN`

`hypot(NaN, NaN)` is `NaN`

`pow(NaN, NaN)` is `NaN`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(0, x)` is `0.0` for `x != 0`

`pow(1, x)` is `1.0` for any `x`

`pow(x, 0)` is `1.0` for any `x`

`pow(x, 1)` is `x` for any `x`

`pow(x, 2)` is `x^2` for any `x`

`pow(x, -2)` is `1 / x^2` for any `x` except `0`

`pow(x, 1.0)` is `x` for any `x`

`pow(x, -1.0)` is `1.0 / x` for any `x` except `0`

`pow(x, +Inf)` is `+Inf` for any `x` except `0`

`pow(x, -Inf)` is `0.0` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(-NaN, x)` is `-NaN` for any `x` except `0`

`pow(NaN, NaN)` is `NaN`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(-x, NaN)` is `-NaN` for any `x` except `0`

`pow(x, 0)` is `1.0` for any `x`

`pow(x, 1)` is `x` for any `x`

`pow(x, 2)` is `x^2` for any `x`

`pow(x, -2)` is `1 / x^2` for any `x` except `0`

`pow(x, 1.0)` is `x` for any `x`

`pow(x, -1.0)` is `1.0 / x` for any `x` except `0`

`pow(x, +Inf)` is `+Inf` for any `x` except `0`

`pow(x, -Inf)` is `0.0` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(-x, NaN)` is `-NaN` for any `x` except `0`

`pow(x, 0)` is `1.0` for any `x`

`pow(x, 1)` is `x` for any `x`

`pow(x, 2)` is `x^2` for any `x`

`pow(x, -2)` is `1 / x^2` for any `x` except `0`

`pow(x, 1.0)` is `x` for any `x`

`pow(x, -1.0)` is `1.0 / x` for any `x` except `0`

`pow(x, +Inf)` is `+Inf` for any `x` except `0`

`pow(x, -Inf)` is `0.0` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(-x, NaN)` is `-NaN` for any `x` except `0`

`pow(x, 0)` is `1.0` for any `x`

`pow(x, 1)` is `x` for any `x`

`pow(x, 2)` is `x^2` for any `x`

`pow(x, -2)` is `1 / x^2` for any `x` except `0`

`pow(x, 1.0)` is `x` for any `x`

`pow(x, -1.0)` is `1.0 / x` for any `x` except `0`

`pow(x, +Inf)` is `+Inf` for any `x` except `0`

`pow(x, -Inf)` is `0.0` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(-x, NaN)` is `-NaN` for any `x` except `0`

`pow(x, 0)` is `1.0` for any `x`

`pow(x, 1)` is `x` for any `x`

`pow(x, 2)` is `x^2` for any `x`

`pow(x, -2)` is `1 / x^2` for any `x` except `0`

`pow(x, 1.0)` is `x` for any `x`

`pow(x, -1.0)` is `1.0 / x` for any `x` except `0`

`pow(x, +Inf)` is `+Inf` for any `x` except `0`

`pow(x, -Inf)` is `0.0` for any `x` except `0`

`pow(x, NaN)` is `NaN` for any `x` except `0`

`pow(NaN, x)` is `NaN` for any `x` except `0`

`pow(-x, NaN)` is `-NaN` for any `x` except `0`
precise result for [x] near zero.\n\n\nSpecial cases:\n\n- `expm1(NaN)` is `NaN`\n- `expm1(+Inf)` is `+Inf`\n
- `expm1(-Inf)` is `-1.0`\n\n\n* @see [exp] function.\n\n\nDouble):\n\n\n- `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n\n- `floor(x)` is the closest integer with ties rounded towards ever even integer.\n\n- `round(x)` is the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.\n\n- `abs(x)` is the absolute value of the given value [x].\n\n- `sign(x)` is the sign of the given value [x]:\n\n  - `-1.0` if the value is negative,\n  - `0.0` if the value is zero,\n  - `1.0` if the value is positive,\n\n- `expm1(x)` computes the logarithm of the value [x] to the base e.\n\n- `log1p(x)` is `x` near zero.\n\nSpecial cases:\n\n- `-log(b, b)` is `NaN` if either `x` or `b` are `NaN`\n- `-log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is 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b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- 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< 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `-Inf` for `b < 1`\n- `-log(0.0, b)` is `-Inf` for `b > 1` and `####
an integer
*/
@SinceKotlin("1.2")
@InlineOnly
@public inline fun Double.pow(x: Double): Double = nativeMath.pow(this, x)

/**
 * Raises this value to the integer power \[n\].
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Double.pow(x: Int): Double = nativeMath.pow(this, x)

/**
 * Returns the absolute value of this value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)

/**
 * Returns the sign of this value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Double.sign: Double get() = nativeMath.sign(this)

/**
 * Returns the ulp (unit in the last place) of this value.
 */
@SinceKotlin("1.2")
public actual val Double.ulp: Double get() = when {
    this < 0 -> (-this).ulp
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == Double.MAX_VALUE -> this - this.nextDown()
    else -> this.nextUp() - this
}

/**
 * Returns the value nearest to this value in direction of positive infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextUp(): Double = when {
    this.isNaN() || this == Double.POSITIVE_INFINITY -> this
    this == 0.0 -> Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)
}

/**
 * Returns the value nearest to this value in direction of negative infinity.
 */
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)
}

/**
 * Rounds this value nearest to this value in direction from this value towards the value \[to\].
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> this.nextUp()
    else /* to < this */ -> this.nextDown()
}

/**
 * Rounds this value to the nearest integer and converts the result to \[Int\].
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    this.isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this value to the nearest integer and converts the result to \[Long\].
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    this.isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
}

// endregion

// region ================

Float Math ========================================

/** Computes the sine of the angle \[x\] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
@public inline fun sin(x: Float): Float = nativeMath.sin(x)

/** Computes the cosine of the angle \[x\] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
@public inline fun cos(x: Float): Float = nativeMath.cos(x)

/** Computes the tangent of the angle \[x\] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
@public inline fun tan(x: Float): Float = nativeMath.tan(x)

// endregion
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float = 
nativeMath.tan(x.toDouble()).toFloat()

/**
 * Computes the arc sine of the value \[x\];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `asin(x)` is `NaN`, when `abs(x)` > 1
 *   - `asin(0)` is 0
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun asin(x: Float): Float = 
nativeMath.asin(x.toDouble()).toFloat()

/**
 * Computes the arc cosine of the value \[x\];
 * the returned value is an angle in the range from `0.0` to `PI` radians.
 * Special cases:
 *   - `acos(x)` is `NaN`, when `abs(x)` > 1
 *   - `acos(0)` is 0
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun acos(x: Float): Float = 
nativeMath.acos(x.toDouble()).toFloat()

/**
 * Computes the arc tangent of the value \[x\];
 * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 *   - `atan(NaN)` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float = 
nativeMath.atan(x.toDouble()).toFloat()

/**
 * Returns the angle \(\theta\) of the polar coordinates \((r, \theta)\) that
 * corresponds to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \([y] / [x]\);
 * the returned value is an angle in the range from `-PI` to `PI` radians.
 * Special cases:
 *   - `atan2(0.0, 0.0)` is 0
 *   - `atan2(0.0, x)` is 0 for `x > 0` and `PI` for `x < 0`
 *   - `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Float, x: Float): Float = 
nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()
to produce more precise result for \([x]\) near zero.\n * Special cases:\n \* \- `expm1(NaN)` is `NaN`\n \* \- `expm1(+Inf)` is `+Inf`\n \* \- `expm1(-Inf)` is `-1.0`\n * @see [exp] function.

*\n*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun expm1(x: Float): Float = nativeMath.expm1(x.toDouble()).toFloat()

/**
 * Computes the logarithm of the value \([x]\) to the given [base].\n * Special cases:\n *   - `log(x, b)` is `NaN` if either \(x\) or \(b\) are `NaN` or \(-\log(x, b)\) is `NaN` when \(x < 0\) or \(b <= 0\) or \(b == 1.0\)\n *   - `log(+Inf, +Inf)` is `+Inf`\n *   - `log(+Inf, b)` is `-Inf` for \(b < 1\) and `-Inf` for \(b < 1\)\n *   - `log(0.0, b)` is `-Inf` for \(b > 1\) and `+Inf` for \(b > 1\)\n * See also logarithm functions for common fixed bases: \(\ln\), \(\log10\) and \(\log2\).\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()

/**
 * Computes the natural logarithm (base `E`) of the value \([x]\).\n * Special cases:\n *   - `ln(NaN)` is `NaN`\n *   - `ln(x)` is `NaN` when \(x < 0.0\)\n *   - `ln(+Inf)` is `+Inf`\n *   - `ln(0.0)` is `-Inf`\n * @see [ln] function\n * @see [expm1] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()

/**
 * Computes the common logarithm (base 10) of the value \([x]\).\n * Special cases:\n *   - `log10(NaN)` is `NaN`\n *   - `log10(x)` is `NaN` when \(x < 0\)\n *   - `log10(+Inf)` is `+Inf`\n * @see [ln] function\n * @see [log] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes `ln(a + 1)`.
 * This function can be implemented to produce more precise result for \([x]\) near zero.\n * Special cases:\n *   - `ln1p(NaN)` is `NaN`\n *   - `ln1p(x)` is `NaN` where \(x < -1.0\)\n *   - `ln1p(-1.0)` is `-Inf`\n *   - `ln1p(+Inf)` is `+Inf`\n * @see [ln] function\n * @see [expm1] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ln1p(x: Float): Float = nativeMath.log1p(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards positive infinity.\n * @return the smallest Float value that is greater than or equal to the given value \([x]\) and is a mathematical integer.\n * Special cases:\n *   - `ceil(x)` is `x` where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * @see [ceil] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to an integer towards negative infinity.\n * @return the largest Float value that is smaller than or equal to the given value \([x]\) and is a mathematical integer.\n * Special cases:\n *   - `floor(x)` is `x` where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * @see [floor] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) towards zero.\n * @return the value \([x]\) having its fractional part truncated.\n * Special cases:\n *   - `truncate(x)` is `x` where \(x\) is `NaN` or `+Inf` or `Inf` or already a mathematical integer.\n * @see [truncate] function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()

/**
 * Rounds the given value \([x]\) to the closest integer with ties rounded towards even integer.\n * @return the value \([x]\) where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun round(x: Float): Float = round(x.toDouble()).toFloat()

/**
 * Computes the absolute value of the given value \([x]\).\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n * @see absoluteValue extension property for [Float]\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()

/**
 * Returns the sign of the given value \([x]\):\n *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive\n * Special cases:\n *   - `sign(NaN)` is `NaN`\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sign(x: Float): Float = nativeMath.sign(x.toDouble()).toFloat()

/**
 * Returns the smaller of two values.\n * If either value is `NaN`, then the result is `NaN`.\n * @return the smaller of two values.\n * Special cases:\n *   - `min(NaN)` is `NaN`\n * @see min function\n */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b).toDouble().toFloat()
finite and not an integer. Returns the absolute value of this value.

\*n \* Special cases:\n\* - `NaN.absoluteValue` is `NaN` \* \* \* see abs function

\*n \* Returns the sign of this value:\n\* \* - `-1.0` if the value is negative,\n\* \* - zero if the value is zero,\n\* \* \* Special case:\n\* \* - `-` \* `NaN.sign` is `-` \* `NaN` \* \* \* InlineOnly public actual inline val Float.absoluteValue: Float get() =

nativeMath.abs(this.toDouble()).toFloat())\n\*n **n \* Returns the sign of this value:\n\* \* - `-1.0` if the value is negative,\n\* \* - zero if the value is zero,\n\* \* \* Special case:\n\* \* - `NaN.sign` is `-` \* `NaN` \* \* \* InlineOnly public actual inline val Float.sign: Float get() =
nativeMath.sign(this.toDouble()).toFloat())\n\*n **n \* Returns this value with the sign bit same as of the \[sign\] value.\n\* \* \* If [sign] is `NaN` the sign of the result is undefined.\n
\*n \* \* InlineOnly public actual inline fun Float.withSign(sign: Float): Float =
this.toDouble().withSign(sign.toDouble()).toFloat())\n\*n **n \* Returns this value with the sign bit same as of the \[sign\] value.\n\* \* \* If [sign] is `NaN` the sign of the result is undefined.\n
\*n \* \* InlineOnly public actual inline fun Float.roundToInt(): Int =
doubleTo().roundToInt())\n\*n **n \* Returns the expression for `Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n\* \* \* - `-` \* `Int.MIN_VALUE` when `x \* Int.MIN_VALUE` \* \* \* \* throws IllegalArgumentException when this value is `-` \* `NaN`\n
\*n \* \* InlineOnly public actual inline fun Float.roundToLong(): Long =
doubleTo().roundToLong())\n\*n **n \* Returns the expression for `Long.MAX_VALUE` when `x \* Long.MAX_VALUE`\n\* \* \* - `-` \* `Long.MIN_VALUE` when `x \* Long.MIN_VALUE` \* \* \* \* throws IllegalArgumentException when this value is `NaN`\n
\*n \* \* InlineOnly public actual inline fun Float.min(a: Int, b: Int) =
nativeMath.min(a, b)\n\*n **n \* Returns the smaller of two values.\n
\*n \* \* InlineOnly public actual inline fun Float.max(a: Int, b: Int) =
nativeMath.max(a, b)\n\*n **n \* Returns the greater of two values.\n
\*n \* \* InlineOnly public actual inline fun Int.min(a, b) =
nativeMath.min(a, b)\n\*n **n \* Returns the smaller of two values.\n
\*n \* \* InlineOnly public actual inline fun Int.max(a, b) =
nativeMath.max(a, b)\n\*n **n \* Returns the greater of two values.\n
\*n \* \* InlineOnly public actual inline fun Long.min(a, b) =
nativeMath.min(a, b)\n\*n **n \* Returns the smaller of two values.\n
\*n \* \* InlineOnly public actual inline fun Long.max(a, b) =
nativeMath.max(a, b)\n\*n **n \* Returns the greater of two values.
* - `1` if the value is positive
* `0` if the value is zero
* `1` if the value is positive
*/
@SinceKotlin("1.2")
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}

// endregion

/*
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 */

package kotlin

/**
 * Returns `true` if the specified number is NaN, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is NaN, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for NaN and infinity arguments).
 */
public actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for NaN and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("DEPRECATION")
@kotlin.internal.InlineOnly
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the most significant bits on the right side.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Rotates the binary representation of this [Int] number right by a negative bit count.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.rotateRight(n: Int): Int {
    var v = n
    return v
}

/**
 * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
    var v = this
    return v
}

/**
 * Rotates the binary representation of this [Long] number right by a negative bit count.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Long.rotateRight(n: Int): Long {
    var v = n
    return v
}

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 */

package kotlin

/**
 * Returns `true` if the specified number is NaN, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is NaN, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for NaN and infinity arguments).
 */
public actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()

/**
 * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for NaN and infinity arguments).
 */
public actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()
Long.countOneBits(): Int =\n    high.countOneBits() + low.countOneBits()\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.countLeadingZeroBits(): Int =\n    high.countLeadingZeroBits() + low.countLeadingZeroBits()\n\n/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.countTrailingZeroBits(): Int =\n    when (val low = this.low) {\n        0 -> Int.SIZE_BITS + low.countTrailingZeroBits()\n        else -> low.countTrailingZeroBits()\n    }\n\n/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.takeHighestOneBit(): Long =\n    when (val high = this.high) {\n        0 -> Long(low.takeHighestOneBit(), 0)\n        else -> Long(high, low.takeHighestOneBit())\n    }\n\n/**
 * Rotates the binary representation of this [Long] number left by\n * the specified [bitCount] number of bits.\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.rotateLeft(bitCount: Int): Long {\n    if ((bitCount and 31) != 0) {\n        val low = this.low\n        val high = this.high\n        val newLow =\n            low shl (bitCount) or high ushr (-bitCount)\n        val newHigh = high shl (bitCount) or low ushr (bitCount)\n        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n    }\n    else {\n        return if ((bitCount and 32) == 0) this else Long(high, low)\n    }\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic actual fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)\n
package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n */
@Suppress("NOT_DOCUMENTED")\npublic open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {\n    @LowPriorityInOverloadResolution\n    public open fun <S>\n        then(onFulfilled: ((T) -> S)?): Promise<S>\n    \n    @LowPriorityInOverloadResolution\n    public open fun <S>\n        then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>\n    \n    public open fun <S>\n        catch(onRejected: (Throwable) -> S?): Promise<S>\n    \n    companion object {\n        public fun <S>\n            all(promise: Array<out Promise<S>>): Promise<Array<out Promise<S>>>\n        \n        public fun <S>\n            race(promises: Array<out Promise<S>>): Promise<Array<out Promise<S>>>\n        \n        public fun <S>\n            reject(e: Throwable): Promise<Nothing>\n    }
}
can be found in the license/LICENSE.txt file.

```kotlin
@JsName("anyClass")
val anyClass = PrimitiveKClassImpl(js("Object"), unsafeCast<JsClass<Any>>(), "Any", { it is Any })

@JsName("numberClass")
val numberClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Number>>(), "Number", { it is Number })

@JsName("nothingClass")
val nothingClass = NothingKClassImpl

@JsName("booleanClass")
val booleanClass = PrimitiveKClassImpl(js("Boolean"), unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

@JsName("byteClass")
val byteClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

@JsName("shortClass")
val shortClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Short>>(), "Short", { it is Short })

@JsName("intClass")
val intClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Int>>(), "Int", { it is Int })

@JsName("floatClass")
val floatClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Float>>(), "Float", { it is Float })

@JsName("doubleClass")
val doubleClass = PrimitiveKClassImpl(js("Number"), unsafeCast<JsClass<Double>>(), "Double", { it is Double })

@JsName("arrayClass")
val arrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array })

@JsName("stringClass")
val stringClass = PrimitiveKClassImpl(js("String"), unsafeCast<JsClass<String>>(), "String", { it is String })

@JsName("throwableClass")
val throwableClass = PrimitiveKClassImpl(js("Error"), unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })

@JsName("booleanArrayClass")
val booleanArrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

@JsName("charArrayClass")
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array"), unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

@JsName("byteArrayClass")
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array"), unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

@JsName("shortArrayClass")
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array"), unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

@JsName("intArrayClass")
val intArrayClass = PrimitiveKClassImpl(js("Int32Array"), unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

@JsName("longArrayClass")
val longArrayClass = PrimitiveKClassImpl(js("Array"), unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

@JsName("floatArrayClass")
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array"), unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

@JsName("doubleArrayClass")
val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array"), unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

fun functionClass(arity: Int): KClassImpl<Any> {
    return functionClasses.get(arity)?: run {
        try {
            val result = kotlin.reflect.js.internal.PrimitiveKClassImpl
```

PrimitiveClasses.stringClass
    "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
    "boolean" -> PrimitiveClasses.booleanClass
    "function" -> PrimitiveClasses.functionClass(e.asDynamic().length) else -> { in
        when { e is BooleanArray -> PrimitiveClasses.booleanArrayClass e is CharArray ->
        PrimitiveClasses.charArrayClass e is ByteArray -> PrimitiveClasses.byteArrayClass e is
        ShortArray -> PrimitiveClasses.shortArrayClass e is IntArray -> PrimitiveClasses.intArrayClass e is
        LongArray -> PrimitiveClasses.longArrayClass e is FloatArray -> PrimitiveClasses.doubleArrayClass e is
        KClass<*> -> KClass::class e is Array<*> -> PrimitiveClasses.arrayClass else \n        val constructor = js("Object").getPrototypeOf(e).constructor when { in
            e is BooleanArray -> PrimitiveClasses.booleanArrayClass e is CharArray ->
            PrimitiveClasses.charArrayClass e is ByteArray -> PrimitiveClasses.byteArrayClass e is
            ShortArray -> PrimitiveClasses.shortArrayClass e is IntArray -> PrimitiveClasses.intArrayClass e is
            LongArray -> PrimitiveClasses.longArrayClass e is FloatArray -> PrimitiveClasses.doubleArrayClass e is
            KClass<*> -> KClass::class e is Array<*> -> PrimitiveClasses.arrayClass else { val
        jsClass: JsClass<T> =
        constructor.getOrCreateKClass(jsClass) \n        } \n    unsafeCast<KClass<T>>()

private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
    if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

    val metadata = jClass.asDynamic().`$metadata$`

    return if (metadata != null) {
        if (metadata.`$kClass$` == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata.`$kClass$` = kClass
            kClass
        } else {
            metadata.`$kClass$`
        }
    } else {
        SimpleKClassImpl(jClass)
    }
}

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 * found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    /**
     * The lastIndex is a read/write integer property of regular
     * expressions that specifies the index at which to start the next match.
     */
    public var lastIndex: Int

    public
    var global: Boolean
    var ignoreCase: Boolean
    var multiline: Boolean
}

/**
 * Resets the
 * regular expression so that subsequent [ RegExp.test ] and [ RegExp.exec ] calls will match starting with the beginning
 * of the input string.
 * * / an public fun RegExp.reset() { \n        lastIndex = 0 \n    // TODO: Inherit from array or
    introduce asArray() extension\n    \n    }\n*/

/**
 * Represents the return value of [ RegExp.exec ].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int

    public val input: String

    public val length: Int


    /**
     * Converts the result of
     * [RegExp.exec] to an array where the first element contains the entire matched
text and each subsequent\n * element is the text matched by each capturing parenthesis.
     * * / an public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
*/

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 */

package kotlin.text

// actually \s is enough to match all
* / an public fun Char.isWhitespace(): Boolean = toString().matches("\[\\s\\xA0\]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
inline fun Char.toUpperCase(): Char = js("String.fromCharCode")(toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar()

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean = this in Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/**
 * Returns a string representation of this [Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByteOrNull(): Byte? = toByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatError(this)
}

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toIntOrNull(): Int? = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShortOrNull(): Short? = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByteOrNull(): Byte? = toByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShortOrNull(): Short? = toShortOrNull() ?: numberFormatError(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toIntOrNull(): Int? = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLongOrNull(): Long? = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDoubleOrNull(): Double? = toDoubleOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toFloatOrNull(): Float? = toFloatOrNull() ?: numberFormatError(this)
radix for number to string conversion.

*/
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual
inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of
 * this [Short] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual
inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Returns a string representation of
 * this [Int] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

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 */

package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 *
 * @param value The value of captured group.
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and
 * split text around matches.
 *
 * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)
 * and
 * [http://www.w3schools.com/jsref/jsref_obj_regex.asp](http://www.w3schools.com/jsref/jsref_obj_regex.asp).
 * @constructor Creates a regular expression from the specified [pattern] string and
 * the specified set of [options].
 */
public actual constructor(pattern: String, options: Set<RegexOption>) :
    this(pattern, emptySet())

/**
 * Creates a regular expression from the specified [pattern] string and
 * the specified single [option].
 */
public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))

/**
 * Creates a regular expression from the specified [pattern] string
 * and the default options.
 */
public actual constructor(pattern: String) :
    this(pattern, emptySet())

/**
 * The pattern string of this regular expression.
 */
public actual val pattern: String

/**
 * The set of options that were used to create this regular expression.
 */
public actual val options: Set<RegexOption>

/**
 * Returns the first match of a regular expression in the [input],
 * beginning at the specified [startIndex].
 * @param input The string to perform the match on.
 * @param startIndex An index to
 * start search with, by default 0.
 * Must be not less than zero and not greater than input.length()
 * @return A
 * instance of [MatchResult] if match was found or `null` otherwise.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? = nativePattern.findNext(input.toString(), startIndex)

/**
 * Returns a sequence of all occurrences of a regular expression
 * within the [input] string, beginning at the specified [startIndex].
 */
@sample samples.text.Regexps.findAll
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
generateSequence({ find(input, startIndex) },
{ match -> match.next() })
/**
 * Attempts to match the entire [input] CharSequence against the pattern.
 * @return An instance of [MatchResult] if the entire input matches or 'null' otherwise.
 */
public actual fun matchEntire(input: CharSequence): MatchResult? {
    if (pattern.startsWith('^') &&
        pattern.endsWith('$'))
        return find(input)
    else
        return Regex("^${pattern.trimStart('^').trimEnd('$')}$", options).find(input)
/**
 * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
 * @param replacement A replacement expression that can include substitutions. See
 */
public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with
     * the result of a replacement function that takes [MatchResult] and returns a string to
     * be used as a replacement for that match. 
     * @param transform A replacement function that takes [MatchResult] and returns a string
     *     to be used as a replacement for that match.
     */
    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
        var match = find(input)
        if (match == null) return input.toString()

        var lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)
        sb.append(input, lastStart, length)
        return sb.toString()
    }

    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string
     * with specified [replacement] expression.
     * @param replacement A replacement expression that can include substitutions. See
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
    }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     * @param limit Non-negative value specifying the maximum number of substrings
     *     the string can be split to.
     *     Zero by default means no limit is set.
     */
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0
        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of
     * this regular expression. 
     * @return The string representation of this regular expression.
     */
    public override fun toString(): String = nativePattern.toString()

    actual companion object {
        /**
         * Returns a regular expression that matches the specified [literal] string literally.
         * No characters of that string will have special meaning when searching for an occurrence
         * of the regular expression.
         */
        public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

        /**
         * Returns a regular expression pattern string that matches the specified [literal] string
         * literally.
         * No characters of that string will have special meaning when searching
         * for an occurrence of the regular expression.
         */
        public actual fun escape(literal: String): String =
            literal.nativeReplace(patternEscape, \"\\\$&\")

        /**
         * Returns the string representation of this regular expression, namely the [pattern] of
         * this regular expression.
         */
        public actual fun replace(literal: String): String =
            literal.nativeReplace(patternEscape, \"\\\$&\")

        /**
         * Returns a regular expression pattern string that matches the specified [literal] string
         * literally.
         * No characters of that string will have special meaning when searching
         * for an occurrence of the regular expression.
         */
        public actual fun escapeReplacement(literal: String): String =
            literal.nativeReplace(patternEscape, \"\\\$&\")

    }
}
private val patternEscape = RegExp("""[-\^$*+?.()|\[\]{}\]""", "g")
private val replacementEscape = RegExp("""\$""", "g")

/**
 * Creates a regular expression from the specified [pattern] string and the specified single [option].
 */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_sb3q2\$")
public fun Regex_0(pattern: String, option: RegexOption): Regex

/** Creates a regular expression from the specified [pattern] string and the default options. */
@Deprecated("Provided for binary compatibility", level = DeprecationLevel.HIDDEN)
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex =

private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1

    return object : MatchResult {
        override val range: IntRange = range
        override val value: String = match[0]!!

        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
            override fun get(index: Int): MatchGroup? = match[index]!!
        }

        private var groupValues_: List<String>? = null

        override val groupValues: List<String>
            get() {
                if (groupValues_ == null) {
                    groupValues_ = object : AbstractList<String>() {
                        override val size: Int get() = match.length
                        override fun get(index: Int): String = match[index] ?: ""
                    }
                }
                return groupValues_!!
            }

        override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
    }
}

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 */

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if this string starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, 0)
    else
        return regionMatches(0, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix, 0)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

/**
 * Returns a copy of this string having its first letter uppercased, or the original string, if
 * if
it's empty or already starts with an upper case letter.

```kotlin
public actual fun String.capitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toUpperCase() +
        substring(1) else this
}

public actual fun String.decapitalize(): String {
    return if (isNotEmpty()) substring(0, 1).toLowerCase() +
        substring(1) else this
}

public actual fun CharSequence.repeat(n: Int): String {
    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }
    return when (n) {
        0 -> ""
        1 -> this.toString()
        else -> {
            var result = ""
            if (!isEmpty()) {
                var s = this.toString()
                var count = n
                while (true) {
                    if ((count and 1) == 1) {
                        result += s
                    }
                    count = count ushr 1
                    if (count == 0) {
                        break
                    }
                    s += s
                }
            }
            return result
        }
    }
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
        Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
        newChar.toString())

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
        Regex.escapeReplacement(newValue))

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =
    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
        newChar.toString())


package kotlin.text


public actual interface Appendable {
    fun append(csq: CharSequence?): Appendable
    fun append(csq: CharSequence?, start: Int, end: Int): Appendable
    fun append(c: Char): Appendable
}

public actual class StringBuilder(content: String = "") : Appendable, CharSequence {
    constructor(capacity: Int) : this()
    constructor(content: CharSequence) : this(content.toString())
    constructor() : this("")
    private var string: String = content
    override val length: Int
        get() = string.asDynamic().length
    override fun get(index: Int): Char =
        string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }
    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence =
        string.substring(startIndex, endIndex)
    override fun append(c: Char): StringBuilder {
        string += c
        return this
    }
    override fun append(csq: CharSequence?): StringBuilder {
        string += csq.toString()
        return this
    }
    override fun append(csq: CharSequence?, start: Int, end: Int): StringBuilder {
        string += csq.toString().substring(start, end)
        return this
    }
    fun append(obj: Any?): StringBuilder {
        string += obj.toString()
        return this
    }
    fun reverse(): StringBuilder {
        string = string.asDynamic().split("").reverse().join("")
        return this
    }
    public fun clear(): StringBuilder {
        string = ""
        return this
    }
    override fun toString(): String = string
}
```

```kotlin
/*
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 * license/LICENSE.txt file. */
 */

@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual class
```
CharacterCodingException(message: String?) : Exception(message) {
    actual constructor() : this(null)
}

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 */

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */
@UseExperimental(ExperimentalStdlibApi::class)
private fun unpackage(throwOnMalformed: Boolean, Int): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at ${index - 1}")
    return -size
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,\n * where the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.\n */
private fun unpackageFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n */
private fun unpackageFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor -0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n */
private fun unpackageFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Surrogate code point
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 shl 12) xor byte2 xor byte3 xor -0x1E0800
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n */
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    }
    return (byte1 shl 16) xor byte2 xor byte3 xor byte4 xor -0x1E080000
}
malformed(1, index, throwOnMalformed)
    }
    return malformed(2, index, throwOnMalformed)
}

val byte4 = byteArray[index + 2].toInt() if (byte4 and 0xC0 != 0x80) {
    return malformed(2, index, throwOnMalformed)
}

return byte1 shl 18 xor byte2 shl 12 xor byte3 shl 6 xor
byte4 xor 0x381F80

/**
 * Maximum number of bytes needed to encode a single char.
 * Code points in `0..0x7F` are encoded in a single byte.
 * Code points in `0x80..0x7FF` are encoded in two bytes.
 * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.
 * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.
 * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.
 */
private const val MAX_BYTES_PER_CHAR = 3

private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @param throwOnMalformed whether to throw on malformed char sequence or replace by the REPLACEMENT_BYTE_SEQUENCE.
 * @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.
 */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code = string[charIndex++].toInt()
        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()
            code < 0x800 -> {
                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            code < 0xD800 || code >= 0xE000 -> {
                bytes[byteIndex++] = ((code shr 12) or 0x80).toByte()
                bytes[byteIndex++] = ((code shr 6) and 0x3F).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
            }
            else -> { // Surrogate char value
                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] = ((codePoint shr 18) or 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint shr 12) and 0x80).toByte()
                    bytes[byteIndex++] = ((codePoint shr 6) and 0x3F).toByte()
                    bytes[byteIndex++] = (codePoint and 0x3F).toByte()
                    charIndex++
                }
            }
        }
    }

    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)
}

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * @param bytes the byte array to decode.
 * @param startIndex the start offset (inclusive) of the array to be decoded.
 * @param endIndex the end offset (exclusive) of the array to be decoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the REPLACEMENT_BYTE_SEQUENCE.
 * @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)

    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex++, endIndex, throwOnMalformed, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += -1
                }
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += -1
                }
            }
        }
    }

    return stringBuilder.toString()
```kotlin
throwOnMalformed) { if (code <= 0) {
                    stringBuilder.append(code.toChar())
                    byteIndex += 2
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                    byteIndex += 3
                }
            } else {
                malformed(0, byteIndex, throwOnMalformed)
                stringBuilder.append(REPLACEMENT_CHAR)
            }
        }
    }

    return stringBuilder.toString()
}

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9)
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

package kotlin.time

import org.w3c.performance.Performance

@SinceKotlin("1.3")
@ExperimentalTime
public actual object MonoClock : Clock {
    private val actualClock: Clock = run {
        val isNode: Boolean = js("typeof process !== 'undefined'")
        if (isNode)
            HrTimeClock(js("process").unsafeCast<Process>())
        else
            js("self").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceClock)
                ?: DateNowClock
    }

    override fun markNow(): ClockMark = actualClock.markNow()

    override fun markNow(): ClockMark = object : ClockMark() {
        val startedAt = js("process.hrtime()").unsafeCast<Array<Double>>()
        override fun elapsedNow(): Duration =
            js("process.hrtime(startedAt)").unsafeCast<Array<Double>>()
                .toLong().let {
            return when {
                (seconds, nanos) -> seconds * 1_000_000 + nanos
                else -> Double.NaN
            }
        }

        override fun toString(): String =
```

actual fun formatUpToDecimals(value: Double, decimals: Int): String {
    return value.asDynamic().toLocaleString("en-us", json("maximumFractionDigits" to decimals)).unsafeCast<String>()
}

actual fun formatScientific(value: Double): String {
    return value.asDynamic().toExponential(2).unsafeCast<String>()
}

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 */

package org.w3c.dom

@Deprecated("Use UnionMessagePortOrWindowProxy instead.", ReplaceWith("UnionMessagePortOrWindowProxy"))
typealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy

@Deprecated("Use `as` instead.", ReplaceWith("`as`"))
var HTMLLinkElement.as_: Element = `as`

@Deprecated("Use `is` instead.", ReplaceWith("`is`"))
var ElementCreationOptions.is_: Boolean = `is`

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 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!

package org.khronos.webgl

import kotlin.js.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface WebGLContextAttributes {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var depth: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stencil: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var antialias: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var premultipliedAlpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var preserveDrawingBuffer: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var preferLowPowerToHighPerformance: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    return o
}

public external abstract class WebGLObject

/**
 * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject
abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
}

@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource)
    fun checkFramebufferStatus(target: Int): Int
    fun clear(mask: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderbuffer(): WebGLRenderbuffer
    fun createShader(type: Int): WebGLShader
    fun createTexture(): WebGLTexture
    fun deleteBuffer(buffer: WebGLBuffer?)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)
    fun deleteProgram(program: WebGLProgram?)
    fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)
    fun deleteShader(shader: WebGLShader?)
    fun deleteTexture(texture: WebGLTexture?)
    fun depthFunc(func: Int)
    fun depthMask(flag: Boolean)
    fun depthRange(zNear: Float, zFar: Float)
    fun detachShader(program: WebGLProgram, shader: WebGLShader?)
    fun disable(cap: Int)
    fun disableVertexAttribArray(index: Int)
    fun drawArrays(mode: Int, first: Int, count: Int)
    fun drawElements(mode: Int, count: Int, type: Int, offset: Int)
    fun enableVertexAttribArray(index: Int)
    fun finish()
    fun flush()
    fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffer: WebGLRenderbuffer?)
    fun getActiveAttrib(program: WebGLProgram, index: Int)
    fun getActiveUniform(program: WebGLProgram, index: Int)
    fun getAttachedShaders(program: WebGLProgram)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun attachLocation(program: WebGLProgram?, name: String)
    fun getBufferParameter(target: Int, pname: Int)
    fun getParameter(pname: Int)
    fun getError()
    fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int)
    fun getProgramParameter(program: WebGLProgram, name: Int)

fun getProgramInfoLog(program: WebGLProgram?): String?
fun getRenderbufferParameter(target: Int, pname: Int): Any?
fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?
fun getShaderPrecisionFormat(_shader: WebGLShaderPrecisionFormat?
fun getShaderInfoLog(shader: WebGLShader?): String?
fun getTexParameter(target: Int, pname: Int): Any?
fun getUniformLocation(program: WebGLProgram?, name: String):
WebGLUniformLocation?
fun getVertexAttrib(index: Int, pname: Int): Int
fun hint(target: Int, mode: Int)
fun isEqual(buffer: WebGLBuffer?): Boolean
fun isEnabled(cap: Int): Boolean
fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean
fun isProgram(program: WebGLProgram?): Boolean
fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean
fun isShader(shader: WebGLShader?): Boolean
fun isTexture(texture: WebGLTexture?): Boolean
fun lineWidth(width: Float)
fun linkProgram(program: WebGLProgram?)
fun pixelStorei(pname: Int, param: Int)
fun polygonOffset(factor: Float, units: Float)
fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)
fun sampleCoverage(value: Float, invert: Boolean)
fun scissor(x: Int, y: Int, width: Int, height: Int)
fun shaderSource(shader: WebGLShader?, source: String)
fun stencilFunc(func: Int, ref: Int, mask: Int)
fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)
fun stencilMask(mask: Int)
fun stencilMaskSeparate(face: Int, mask: Int)
fun stencilOp(fail: Int, zfail: Int, zpass: Int)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, pixels: ArrayBufferView?)
fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)
fun texParameterf(target: Int, pname: Int, param: Float)
fun texParameteri(target: Int, pname: Int, param: Int)
fun uniform1f(location: WebGLUniformLocation?, x: Float)
fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform1i(location: WebGLUniformLocation?, x: Int)
fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform1iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)
fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniformMatrix2f(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3f(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4f(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val LINE_LOOP: Int
val LINE_STRIP: Int
val TRIANGLES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val ONE_MINUS_SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val DST_COLOR: Int
val ONE_MINUS_DST_COLOR: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val BLEND_SUBTRACT: Int
val BLEND_REVERSE_SUBTRACT: Int
val BLEND_DST_RGB: Int
val BLEND_SRC_RGB: Int
val BLEND_DST_ALPHA: Int
val BLEND_SRC_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val BLEND_COLOR: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val ELEMENT_ARRAY_BUFFER_BINDING: Int
val STREAM_DRAW: Int
val STATIC_DRAW: Int
val DYNAMIC_DRAW: Int
val BUFFER_SIZE: Int
val BUFFER_USAGE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val FRONT_AND_BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val CULL_FACE_MODE: Int
val FRONT_FACE: Int
val DEPTH_RANGE: Int
val DEPTH_WRITEMASK: Int
val DEPTH_CLEAR_VALUE: Int
val DEPTH_FUNC: Int
val STENCIL_CLEAR_VALUE: Int
val STENCIL_FUNC: Int
val STENCIL_FAIL: Int
val STENCIL_PASS_DEPTH_FAIL: Int
val STENCIL_PASS_DEPTH_PASS: Int
val STENCIL_REF: Int
val STENCIL_VALUE_MASK: Int
val STENCIL_DEPTH_FAIL: Int
val STENCIL_DEPTH_PASS: Int
val STENCIL_BACK_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_FAIL: Int
val STENCIL_BACK_PASS_DEPTH_PASS: Int
val STENCIL_BACK_FUNC: Int
val STENCIL_BACK_VALUE_MASK: Int
val STENCIL_BACK_REF: Int
val STENCIL_BACK_WRITEMASK: Int
val VIEWPORT: Int
val SCISSOR_BOX: Int
val COLOR_CLEAR_VALUE: Int
val COLOR_WRITEMASK: Int
val UNPACK_ALIGNMENT: Int
val PACK_ALIGNMENT: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val SUBPIXEL_BITS: Int
val RED_BITS: Int
val GREEN_BITS: Int
val BLUE_BITS: Int
val ALPHA_BITS: Int
val MAX_TEXTURE_SIZE: Int
val MAX_VIEWPORT_DIMS: Int
val TEXTURE_BINDING_2D: Int
val SAMPLE_BUFFERS: Int
val SAMPLES: Int
val SAMPLE_COVERAGE_VALUE: Int
val SAMPLE_COVERAGE_INVERT: Int
val COMPRESSED_TEXTURE_FORMATS: Int
val DONT_CARE: Int
val FASTEST: Int
val NICEST: Int
val GENERATE_MIPMAP_HINT: Int
val BYTE: Int
val UNSIGNED_BYTE: Int
val SHORT: Int
val UNSIGNED_SHORT: Int
val INT: Int
val UNSIGNED_INT: Int
val FLOAT: Int
val DEPTH_COMPONENT: Int
val ALPHA: Int
val RGB: Int
val
RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int
    }
}

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {
companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val LINE_LOOP: Int
    val LINE_STRIP: Int
    val TRIANGLES: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val ZERO: Int
    val ONE: Int
    val SRC_COLOR: Int
    val ONE_MINUS_SRC_COLOR: Int
    val SRC_ALPHA: Int
    val ONE_MINUS_SRC_ALPHA: Int
    val DST_ALPHA: Int
    val ONE_MINUS_DST_ALPHA: Int
    val DST_COLOR: Int
    val ONE_MINUS_DST_COLOR: Int
    val SRC_ALPHA_SATURATE: Int
    val FUNC_ADD: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val FUNC_SUBTRACT: Int
    val FUNC_REVERSE_SUBTRACT: Int
    val BLEND_DST_RGB: Int
    val BLEND_SRC_RGB: Int
    val BLEND_DST_ALPHA: Int
    val BLEND_SRC_ALPHA: Int
    val CONSTANT_COLOR: Int
    val ONE_MINUS_CONSTANT_COLOR: Int
    val CONSTANT_ALPHA: Int
    val ONE_MINUS_CONSTANT_ALPHA: Int
    val BLEND_COLOR: Int
    val ARRAY_BUFFER: Int
    val ELEMENT_ARRAY_BUFFER: Int
    val ARRAY_BUFFER_BINDING: Int
    val ELEMENT_ARRAY_BUFFER_BINDING: Int
    val STREAM_DRAW: Int
    val STATIC_DRAW: Int
    val DYNAMIC_DRAW: Int
    val BUFFER_SIZE: Int
    val BUFFER_USAGE: Int
    val CURRENT_VERTEX_ATTRIB: Int
    val FRONT: Int
    val BACK: Int
    val CULL_FACE: Int
    val BLEND: Int
    val DITHER: Int
    val STENCIL_TEST: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val FRONT_FACE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITEMASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val DEPTH_FUNC: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_FUNC: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_FAIL: Int
    val STENCIL_REF: Int
    val STENCIL_VALUE_MASK: Int
    val STENCIL_WRITE MASK: Int
    val STENCIL_BACK_FUNC: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_PASS: Int
    val VIEWPORT: Int
    val SCISSOR_BOX: Int
}
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPARE_FUNC: Int
val COMPARE_INVARIANT: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val DEPTH_STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val MAX_RENDERBUFFER_SIZE: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript

[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

*public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
definedExternally): Event


public external interface WebGLContextEventInit : EventInit

public inline fun WebGLContextEventInit(statusMessage: String? = "", bubbles: Boolean? = false,

public external open class ArrayBuffer(length: Int) : BufferDataSource

public external interface ArrayBufferView : BufferDataSource

public external open class Int8Array : ArrayBufferView

public external open class Int32Array : ArrayBufferView

public external open class Float32Array : ArrayBufferView

public external open class Float64Array : ArrayBufferView


package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed

    return o
}

/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open var clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {
    val o = js("({})")
    o["allowWithoutGesture"] = allowWithoutGesture
    return o
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.css

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)

    fun deleteMedium(medium: String)

    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open var ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open var disabled: Boolean

    open val media: MediaList
}

/**
 * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript [LinkStyleList](https://developer.mozilla.org/en/docs/Web/API/LinkStyleList) to Kotlin
 */
public external abstract class LinkStyleList : ItemArrayLike<LinkStyle> {
    override fun item(index: Int): LinkStyle?
}

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[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin */public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule? = asDynamic()[index]
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaQuery
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaQuery

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public

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external abstract class CSSStyleDeclaration : ItemArrayLike<String> {

    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backgroundAttachment: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundClip: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxShadow: String
    open var boxDecorationBreak: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexFlow: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontStyle: String
    open var fontVariant: String
    open var fontWeight: String
    open var hyphens: String
    open var imageOrientation: String
    open var imageRendering: String
    open var justifyContent: String
    open var letterSpacing: String
    open var lineHeight: String
    open var listStyle: String
    open var listStyleImage: String
    open var listStylePosition: String
    open var listStyleType: String
    open var margin: String
    open var marginBottom: String
    open var marginHeight: String
    open var marginBottom: String
    open var marginRight: String
    open var marginTop: String
    open var mask: String
    open var maskType: String
    open var maxHeight: String
    open var maxWidth: String
    open var minHeight: String
var navUp: String
open var objectFit: String
open var objectPosition: String
open var opacity: String
open var orphans: String
open var outline: String
open var outlineColor: String
open var outlineOffset: String
open var outlineStyle: String
open var overflow: String
open var overflowX: String
open var overflowY: String
open var padding:
open var paddingBottom: String
open var paddingLeft: String
open var paddingRight: String
open var paddingTop: String
open var paddingBottom: String
open var paddingRight: String
open var paddingRight: String
open var pageBreakAfter: String
open var pageBreakBefore: String
open var pageBreakInside: String
open var perspectiveOrigin: String
open var phonemes: String
open var position: String
open var quotes: String
open var resize:
open var rest:
open var restAfter:
open var restBefore:
open var right:
open var tabSize:
open var tableLayout:
open var textAlign:
open var textAlignLast:
open var textCombineUpright:
open var textDecoration:
open var textDecorationColor:
open var textDecorationLine:
open var textDecorationStyle:
open var textIndent:
open var textJustify:
open var textOrientation:
open var textOverflow:
open var wordBreak:
open var wordSpacing:
open var wordWrap:
open var writingMode:
open var x:
open var y:

fun getPropertyValue(property: String): String
fun getPriority(property: String): String
fun setProperty(property: String, value: String, priority: String = definedExternally)
fun setPropertyValue(property: String, value: String)
fun setPropertyPriority(property: String, priority: String)
fun removeProperty(property: String): String
override fun item(index: Int): String

@kotlin.internal.InlineOnly
public inline operator fun CSSStyleDeclaration.get(index: Int): String?

public external interface ElementCSSInlineStyle {
    val style: CSSStyleDeclaration
}

/**
 * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin
 */
public external abstract class CSS {

    companion object {
        fun escape(ident: String): String
    }
}

public external interface DocumentEventTarget {
    val type: String
    fun stop(): Unit
}

/**
 * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?
    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface UIEventInit : EventInit {
        var view: Window? /* = null */
        var detail: Int /* = 0 */
    }

    override fun item(index: Int): String
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See
// github.com/kotlin/dukat for details

    o = js("{}")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    o = js("{}")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
    UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget?
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    o = js("{}")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

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/* = false */
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 * ![WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 **/
/**
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) :
    UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["isComposing"] = isComposing
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["Composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_NUMPAD: Int
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var code: String? /* = "" */
        get() = definedExternally
    var location: Int? /* = 0 */
        get() = definedExternally
    var repeat: Boolean? /* = false */
        get() = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["code"] = code
    o["location"] = location
    o["repeat"] = repeat
    o["isComposing"] = isComposing
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    return o
}
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList
{
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLCollection : HTMLCollection
{
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) {
    asDynamic()[index] = option
}

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement
{
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap
{
    @kotlin.internal.InlineOnly
    public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]
    @kotlin.internal.InlineOnly
    public inline operator fun DOMStringMap.set(name: String, value: String) {
        asDynamic()[name] = value
    }
}

/**
 * Exposes the JavaScript [HTMLDocument](https://developer.mozilla.org/en/docs/Web/API/HTMLDocument) to Kotlin
 */
public external abstract class HTMLDocument : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
ElementContentEditable, ElementCSSInlineStyle
{
    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open var draggable: Boolean
    open var dropzone: DOMTokenList
    open var contextMenu: HTMLMenuItem
    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement
{
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```kotlin
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/**
 * Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin
 */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin
 */
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
```
external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin
 */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String
    open var rev: String
    open var shape: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin
 */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public
external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname:
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */

/* An external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String
}

val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*/
fun getSVGDocument(): Document?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open val contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var vspace: Int
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open var videoWidth: Int
    open var videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_ERROR: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
    }
Short
val ELEMENT_NODE: Short
val ATTRIBUTES: Short
val CDATA_SECTION: Short
val ENTITY_REFERENCE: Short
val ENTITY: Short
val PROCESSING_INSTRUCTION: Short
val COMMENT: Short
val DOCUMENT: Short
val DOCUMENT_TYPE: Short
val DOCUMENT_FRAGMENT: Short
val NOTATION: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val NETWORK_EMPTY: Short
val NETWORK_IDLE: Short
val NETWORK_LOADING: Short
val NETWORK_NO_SOURCE: Short
val HAVE_NOTHING: Short
val HAVE_METADATA: Short
val HAVE_CURRENT_DATA: Short
val HAVE_FUTURE_DATA: Short
val HAVE_ENOUGH_DATA: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION: Short
val ENTITY_REFERENCE: Short
val ENTITY: Short
val PROCESSING_INSTRUCTION: Short
val COMMENT: Short
val DOCUMENT: Short
val DOCUMENT_TYPE: Short
val DOCUMENT_FRAGMENT: Short
val NOTATION: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION: Short
        val ENTITY_REFERENCE: Short
        val ENTITY: Short
        val PROCESSING_INSTRUCTION: Short
        val COMMENT: Short
        val DOCUMENT: Short
        val DOCUMENT_TYPE: Short
        val DOCUMENT_FRAGMENT: Short
        val NOTATION: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short
    open val track: TextTrack

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION: Short
        val ENTITY_REFERENCE: Short
        val ENTITY: Short
        val PROCESSING_INSTRUCTION: Short
        val COMMENT: Short
        val DOCUMENT: Short
        val DOCUMENT_TYPE: Short
        val DOCUMENT_FRAGMENT: Short
        val NOTATION: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open var currentTime: Double
    open val duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open val played: TimeRanges
    open val seekable: TimeRanges
    open var ended: Boolean
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    fun load(): Unit
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun play():
Promise<
    fun pause(
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrackList](https://developer.mozilla.org/en/docs/Web/API/TextTrackList) to Kotlin */
public external abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]
public external abstract class TextTrackCue : EventTarget {
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open var track: UnionAudioTrackOrTextTrackOrVideoTrack?
}

open interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

open abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open var areas: HTMLCollection
}

open abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var referrerPolicy: String
    open var noHref: Boolean
}

open abstract class HTMLTableElement : HTMLElement {
    open var caption: String
    open var tHead: String
    open var tFoot: String
    open var align: String
    open var open var border: String
    open var open var frame: String
    open var open var rules: String
    open var open var:
**Summary:**

String

open var width: String

open var bgColor: String

open var cellPadding: String

fun createCaption(): HTMLTableCaptionElement

fun deleteCaption(): HTMLTableCaptionElement

fun createTHead(): HTMLTableSectionElement

fun deleteTHead(): HTMLTableSectionElement

fun createTBody(): HTMLTableSectionElement

fun deleteTBody(): HTMLTableSectionElement

fun insertRow(index: Int = definedExternally): HTMLTableRowElement

fun deleteRow(index: Int)

companion object {

    val ELEMENT_NODE: Short

    val ATTRIBUTE_NODE: Short

    val TEXT_NODE: Short

    val CDATA_SECTION_NODE: Short

    val ENTITY_REFERENCE_NODE: Short

    val ENTITY_NODE: Short

    val PROCESSING_INSTRUCTION_NODE: Short

    val COMMENT_NODE: Short

    val DOCUMENT_NODE: Short

    val DOCUMENT_TYPE_NODE: Short

    val DOCUMENT_FRAGMENT_NODE: Short

    val NOTATION_NODE: Short

    val DOCUMENT_POSITION_DISCONNECTED: Short

    val DOCUMENT_POSITION_PRECEDING: Short

    val DOCUMENT_POSITION_FOLLOWING: Short

    val DOCUMENT_POSITION_CONTAINS: Short

    val DOCUMENT_POSITION_CONTAINED_BY: Short

    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to
Kotlin
 */

public external abstract class HTMLTableCaptionElement : HTMLElement {

    open var align: String

    companion object {

        val ELEMENT_NODE: Short

        val ATTRIBUTE_NODE: Short

        val TEXT_NODE: Short

        val CDATA_SECTION_NODE: Short

        val ENTITY_REFERENCE_NODE: Short

        val ENTITY_NODE: Short

        val PROCESSING_INSTRUCTION_NODE: Short

        val COMMENT_NODE: Short

        val DOCUMENT_NODE: Short

        val DOCUMENT_TYPE_NODE: Short

        val DOCUMENT_FRAGMENT_NODE: Short

        val NOTATION_NODE: Short

        val DOCUMENT_POSITION_DISCONNECTED: Short

        val DOCUMENT_POSITION_PRECEDING: Short

        val DOCUMENT_POSITION_FOLLOWING: Short

        val DOCUMENT_POSITION_CONTAINS: Short

        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to
Kotlin
 */

public external abstract class HTMLTableColElement : HTMLElement {

    open var span: Int

    open var align: String

    open var ch: String

    open var chOff: String

    open var vAlign: String

    open var width: String

    companion object {

        val ELEMENT_NODE: Short

        val ATTRIBUTE_NODE: Short

        val TEXT_NODE: Short

        val CDATA_SECTION_NODE: Short

        val ENTITY_REFERENCE_NODE: Short

        val ENTITY_NODE: Short

        val PROCESSING_INSTRUCTION_NODE: Short

        val COMMENT_NODE: Short

        val DOCUMENT_NODE: Short

        val DOCUMENT_TYPE_NODE: Short

        val DOCUMENT_FRAGMENT_NODE: Short

        val NOTATION_NODE: Short

        val DOCUMENT_POSITION_DISCONNECTED: Short

        val DOCUMENT_POSITION_PRECEDING: Short

        val DOCUMENT_POSITION_FOLLOWING: Short

        val DOCUMENT_POSITION_CONTAINS: Short

        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to
Kotlin
 */

public external abstract class HTMLTableSectionElement : HTMLElement {

    open val rows: HTMLCollection

    open var align: String

    open var ch: String

    open var chOff: String

    open var vAlign: String

    fun insertRow(index: Int = definedExternally): HTMLElement

    fun deleteRow(index: Int)

    companion object {

        val ELEMENT_NODE: Short

        val ATTRIBUTE_NODE: Short

        val TEXT_NODE: Short

        val CDATA_SECTION_NODE: Short

        val ENTITY_REFERENCE_NODE: Short

        val ENTITY_NODE: Short

        val PROCESSING_INSTRUCTION_NODE: Short

        val COMMENT_NODE: Short

        val DOCUMENT_NODE: Short

        val DOCUMENT_TYPE_NODE: Short

        val DOCUMENT_FRAGMENT_NODE: Short

        val NOTATION_NODE: Short

        val DOCUMENT_POSITION_DISCONNECTED: Short

        val DOCUMENT_POSITION_PRECEDING: Short

        val DOCUMENT_POSITION_FOLLOWING: Short

        val DOCUMENT_POSITION_CONTAINS: Short

        val DOCUMENT_POSITION_CONTAINED_BY: Short

        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

// Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin

```kotlin
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
```

```kotlin
/**
 * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
 *
 * @kotlin.internal.InlineOnly
 * @inlineOperator
 * fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]
 */
```
String): UnionElementOrRadioNodeList? = asDynamic()[name]/*\n*/

/**
 * Exposes the JavaScript
 [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open var htmlFor: String
    open val control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open val files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open val list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var required: Boolean
    open var readonly: Boolean
    open var required: Boolean
    open var size: Int
    open var step: String
    open var type: String
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open var willValidate: Boolean
    open var validity: ValidityState
    open var labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun stepUp(n: Int = definedExternally)
    fun stepDown(n: Int = definedExternally)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
validationMessage: String
open val labels: NodeList
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
open var autocomplete: String
open var autofocus: Boolean
open var disabled: Boolean
open val form: HTMLFormElement?
open var multiple: Boolean
open var name: String
open var required: Boolean
open var size: Int
open val type: String
open val options: HTMLOptionsCollection
override var length: Int
open val selectedOptions: HTMLCollection
open var selectedIndex: Int
open var value: String
open val willValidate: Boolean
open val validity: ValidityState
open val validationMessage: String
open val labels: NodeList
fun namedItem(name: String): HTMLOptionElement?
fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
fun remove(index: Int)
fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String)
override fun item(index: Int): Element?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
open val options: HTMLCollection

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

@kotlin.internal.InlineOnly
public inline operator fun HTMLDataListElement.get(index: Int): HTMLCollection = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLDataListElement.set(index: Int, options: HTMLCollection) { asDynamic()[index] = options }

/**
 * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n    open var disabled: Boolean
    open var label: String
}

/**
 * Exposes the JavaScript [HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validationState: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
    open var autofocus: Boolean
}
open var challenge: String
    open var disabled: Boolean
    open var keytype: String
    open var name: String
    open var willValidate: Boolean
    open val type: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
    open val htmlFor: DOMTokenList
    open var name: String
    open val type: String
    open var defaultValue: String
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin
 */
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open val position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript
 [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val tooShort: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}

/**
 * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin
 */
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLMenuItemElement : HTMLElement {
    open var type: String
    open var label: String
    open var icon: String
    open var disabled: Boolean
    open var checked: Boolean
    open var radiogroup: String
    open var default: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface RelatedEventInit : EventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["returnOn"] = undefined
    o["**"] *= Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin

    *\n}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String
    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event:
String\n  open var htmlFor: String\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
  open val content: DocumentFragment

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
  open var name: String
  fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }
}

public external interface AssignedNodesOptions {
  var flatten: Boolean? /* = false */
      get() = definedExternally
      set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
  val o = js("({})")
  o["flatten"] = flatten
  return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
  open var width: Int
  open var height: Int
  fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
  fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
  fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
  }
}

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DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface
CanvasRenderingContext2DSettings {\n var alpha: Boolean? /* = true */\n
get() = definedExternally\n
set(value) = definedExternally\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun
CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {\n val o =
js(\"({})\")\n o[\"alpha\"] = alpha\n return o\n}\n\n/**\n * Exposes the JavaScript
[CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to
Kotlin\n */\npublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {\n
open val canvas: HTMLCanvasElement\n}\n\npublic external interface CanvasState {\n fun save()\n fun
restore()\n}\n\npublic external interface CanvasTransform {\n fun scale(x: Double, y: Double)\n fun
rotate(angle: Double)\n fun translate(x: Double, y: Double)\n fun transform(a: Double, b: Double, c: Double, d:
Double, e: Double, f: Double)\n fun getTransform(): DOMMatrix\n fun setTransform(a: Double, b: Double, c:
Double, d: Double, e: Double, f: Double)\n fun setTransform(transform: dynamic = definedExternally)\n fun
resetTransform()\n}\n\npublic external interface CanvasCompositing {\n var globalAlpha: Double\n var
globalCompositeOperation: String\n}\n\npublic external interface CanvasImageSmoothing {\n var
imageSmoothingEnabled: Boolean\n var imageSmoothingQuality: ImageSmoothingQuality\n}\n\npublic external
interface CanvasFillStrokeStyles {\n var strokeStyle: dynamic\n
get() = definedExternally\n
set(value) =
definedExternally\n var fillStyle: dynamic\n
get() = definedExternally\n
set(value) = definedExternally\n
fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient\n fun
createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient\n
fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern?\n}\n\npublic external interface
CanvasShadowStyles {\n var shadowOffsetX: Double\n var shadowOffsetY: Double\n var shadowBlur:
Double\n var shadowColor: String\n}\n\npublic external interface CanvasFilters {\n var filter:
String\n}\n\npublic external interface CanvasRect {\n fun clearRect(x: Double, y: Double, w: Double, h:
Double)\n fun fillRect(x: Double, y: Double, w: Double, h: Double)\n fun strokeRect(x: Double, y: Double, w:
Double, h: Double)\n}\n\npublic external interface CanvasDrawPath {\n fun beginPath()\n fun fill(fillRule:
CanvasFillRule = definedExternally)\n fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n
fun stroke()\n fun stroke(path: Path2D)\n fun clip(fillRule: CanvasFillRule = definedExternally)\n fun
clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n fun resetClip()\n fun isPointInPath(x:
Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n fun isPointInPath(path: Path2D, x:
Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n fun isPointInStroke(x: Double, y:
Double): Boolean\n fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean\n}\n\npublic external
interface CanvasUserInterface {\n fun drawFocusIfNeeded(element: Element)\n fun drawFocusIfNeeded(path:
Path2D, element: Element)\n fun scrollPathIntoView()\n fun scrollPathIntoView(path: Path2D)\n}\n\npublic
external interface CanvasText {\n fun fillText(text: String, x: Double, y: Double, maxWidth: Double =
definedExternally)\n fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n
fun measureText(text: String): TextMetrics\n}\n\npublic external interface CanvasDrawImage {\n fun
drawImage(image: CanvasImageSource, dx: Double, dy: Double)\n fun drawImage(image: CanvasImageSource,
dx: Double, dy: Double, dw: Double, dh: Double)\n fun drawImage(image: CanvasImageSource, sx: Double, sy:
Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double)\n}\n\npublic external interface
CanvasHitRegion {\n fun addHitRegion(options: HitRegionOptions = definedExternally)\n fun
removeHitRegion(id: String)\n fun clearHitRegions()\n}\n\npublic external interface CanvasImageData {\n fun
createImageData(sw: Double, sh: Double): ImageData\n fun createImageData(imagedata: ImageData):

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ImageData
    fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double)
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double)

CanvasPathDrawingStyles

CanvasPath

CanvasGradient

CanvasPattern

TextMetrics

HitRegionOptions

ImageData: ImageBitmapSource, TexImageSource

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lineTo(x: Double, y: Double) override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double) override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double) override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double) override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double) override fun rect(x: Double, y: Double, w: Double, h: Double) override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) num/***/ * Exposes the JavaScript [ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext) to Kotlin

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    return o
}
```

*/

To Kotlin

```kotlin
* /n/public external abstract class ImageBitmapRenderingContext {}
```

```kotlin
public external abstract class ImageBitmapRenderingContext {
    open val canvas: HTMLCanvasElement
    fun transferFromImageBitmap(bitmap: ImageBitmap?)
}
```

```kotlin
public external interface ImageBitmapRenderingContextSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CUSTOM_ELEMENT_REGISTRY) to Kotlin
 */
```

```kotlin
public external abstract class CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any?
    fun whenDefined(name: String): Promise<Unit>
}
```

```kotlin
public external interface ElementDefinitionOptions {
    var extends: String?
        get() = definedExternally
        set(value) = definedExternally
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("({})")
    o["extends"] = extends
    return o
}
```

```kotlin
/**
 * Exposes the JavaScript [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DATA_TRANSFER) to Kotlin
 */
```

```kotlin
public external abstract class DataTransfer {
    open var dropEffect: String
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun setData(format: String, data: String)
    fun clearData(format: String = definedExternally)
}
```

```kotlin
/**
 * Exposes the JavaScript [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DATA_TRANSFER_ITEM_LIST) to Kotlin
 */
```

```kotlin
public external abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]
```

```kotlin
/**
 * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DRAG_EVENT) to Kotlin
 */
```

```kotlin
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

```kotlin
public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
    fun whenDefined(name: String): DragEventInit {
    return DragEventInit{
        type = type
        eventInitDict = eventInitDict
    }
    }
}
```

```kotlin
@kotlin.internal.InlineOnly
```
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    val o = js("({})")
    o["dataTransfer"] = dataTransfer
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin
 */
public external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open var opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val external: External
    open val screen: Screen
    open val innerWidth: Int
    open val innerHeight: Int
    open val pageXOffset: Double
    open val pageYOffset: Double
    open val scrollX: Double
    open val scrollY: Double
    open val screenX: Int
    open val screenY: Int
    open val outerWidth: Int
    open val outerHeight: Int
    fun close()
    fun stop()
    fun focus()
    fun blur()
    fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?
    fun alert()
    fun alert(message: String)
    fun confirm(message: String = definedExternally): Boolean
    fun prompt(message: String = definedExternally, default: String = definedExternally): String?
    fun print()
    fun requestAnimationFrame(callback: (Double) -> Unit): Int
    fun cancelAnimationFrame(handle: Int)
    fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)
    fun captureEvents()
    fun releaseEvents()
    fun matchMedia(query: String): MediaQueryList
    fun moveTo(x: Int, y: Int)
    fun moveBy(x: Int, y: Int)
    fun resizeTo(x: Int, y: Int)
    fun resizeBy(x: Int, y: Int)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration
}

@kotlin.internal.InlineOnly
public inline operator fun Window.get(name: String): dynamic = asDynamic()[name]
BUBBLING_PHASE: Short

```kotlin
public external interface ErrorEventInit : EventInit {
    val message: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    val filename: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    val lineno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    val colno: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    val error: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}
```

[PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin

```
/**
 * Exposes the JavaScript

```
external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimeType: String, url: String, title: String)
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimeType: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript

public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript

public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? =
    asDynamic()[index]

public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? =
    asDynamic()[index]

/**
 * Exposes the JavaScript

public external abstract class Plugin : ItemArrayLike<MimeType> {
    open val name: String
    open val description: String
    open val filename: String
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(index: Int): MimeType? =
    asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Plugin.get(name: String): MimeType? =
    asDynamic()[name]

/**
 * Exposes the JavaScript

public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val enabledPlugin: Plugin
}

/**
 * Exposes the JavaScript

public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
    open val width: Int
    open val height: Int
    fun close()
}

public external interface ImageBitmapOptions {
    var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
    get() = definedExternally
    set(value) = definedExternally
    val premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAUL */
    get() = definedExternally
    set(value) = definedExternally
    val colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    get() = definedExternally
    set(value) = definedExternally
    val resizeWidth: Int?
    get() = definedExternally
    set(value) = definedExternally
    val resizeHeight: Int?
    get() = definedExternally
    set(value) = definedExternally
    var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE,
    premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAUL,
    colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT,
    resizeWidth: Int? = undefined,
    resizeHeight: Int? = undefined,
    resizeQuality: ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {
    return this
}

/**
 * Exposes the JavaScript

public external interface MessageEvent {
    fun postMessage(data: Any?, src: Any?)
}

[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin
*/

/* Exposes the JavaScript
*/
class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
    open val origin: String
    open val lastEventId: String?
    open val source: UnionMessagePortOrWindowProxy?
    open val ports: Array<MessagePort>


    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindowProxy? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>? /* = arrayOf() */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }
}

public external interface EventSourceInit {
    var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

/**
 * Exposes the JavaScript
 [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
    open val readyState: Short
    open val bufferedAmount: Number
    var onopen: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onclose: ((Event) -> dynamic)?
    open val extensions: String
    open val protocol: String
    var onmessage: ((MessageEvent) -> dynamic)?
    var binaryType: BinaryType
    fun close(code: Short = definedExternally, reason: String = definedExternally)
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

/**
 * Exposes the JavaScript
 [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/ClosedEvent) to Kotlin */
public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CloseEventInit : EventInit {
    var wasClean: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var code: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var reason: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["wasClean"] = wasClean
    o["code"] = code
    o["reason"] = reason
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin */
public external open class MessageChannel(url: String, channelInitDict: MessageChannelInit = definedExternally) : EventTarget {
    open val url: String
    open val withCredentials: Boolean
    open val readyState: Short
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()

    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSING: Short
        val CLOSED: Short
    }
}

public external interface MessageChannelInit : EventInit {
    var withCredentials: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MessageChannelInit(withCredentials: Boolean? = false): MessageChannelInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

class Guardian 12880

class MessageEvent

class EventSource

class WebSocket

class CloseEvent

class MessageChannel
open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort

    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */
public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()

    open var onerror: ((Event) -> dynamic)?
    fun terminate()
}

/**
 * Exposes the JavaScript [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */
public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */
public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open var navigator: Navigator
    open val onerror: ((Event) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((Event) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */
public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine,
NavigatorConcurrentHardware {
    var navigator: Navigator
    override var onerror: ((Event) -> dynamic)?
}

Open Source Used In DNAC Platform Guardian 12881
JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin

```kotlin
// Exposes the JavaScript WorkerLocation to Kotlin
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val port: String
    open val pathname: String
    open val protocol: String
    open val search: String
    open val hash: String
}
```

```kotlin
// Exposes the JavaScript Storage to Kotlin
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String
    fun setItem(key: String, value: String)
}
```

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

```kotlin
// Exposes the JavaScript WindowSessionStorage to Kotlin
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}
```

```kotlin
// Exposes the JavaScript WindowLocalStorage to Kotlin
public external interface WindowLocalStorage {
    val localStorage: Storage
}
```

```kotlin
// Exposes the JavaScript StorageEvent to Kotlin
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val openKey: String
    open val oldValue: String
    open val newValue: String
    open val url: String
    open val storageArea: Storage
}
```

```kotlin
public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var url: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var storageArea: Storage? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}
```

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["key"] = key
    o["oldValue"] = oldValue
    o["newValue"] = newValue
    o["url"] = url
    o["storageArea"] = storageArea
    return o
}

```kotlin
// Exposes the JavaScript HTMLAppletElement to Kotlin
public external abstract class HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var object: String
    open var vspace: Int
    open var width: String
}
```

```kotlin
// Exposes the JavaScript HTMLMarqueeElement to Kotlin
public external abstract class HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    fun onbounce(
```

```kotlin
public external interface HTMLAppletElement : HTMLElement {
    open var align: String
    open var alt: String
    open var archive: String
    open var code: String
    open var codeBase: String
    open var height: String
    open var hspace: Int
    open var name: String
    open var object: String
    open var vspace: Int
    open var width: String
}
```

```kotlin
public external interface HTMLMarqueeElement : HTMLElement {
    open var behavior: String
    open var bgColor: String
    open var direction: String
    open var height: String
    open var hspace: Int
    open var loop: Int
    open var scrollAmount: Int
    open var scrollDelay: Int
    open var trueSpeed: Boolean
    open var vspace: Int
    open var width: String
    fun onbounce((Event) -> dynamic)
}
```
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin
 */
public external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {
    open var cols: String
    open var rows: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLFrameElement : HTMLElement {
    open var name: String
    open var scrolling: String
    open var src: String
    open var frameborder: String
    open var longdesc: String
    open var noresize: Boolean
    open val contentDocument: Document?
    open val contentWindow: Window?
    open var marginheight: String
    open var marginwidth: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

 /**
  * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
  */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
ENTITY_REFERENCE_NODE: Short
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)
fun replaceWith(vararg nodes: dynamic)
fun remove()}

/**
 * Exposes the JavaScript [Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
 */
public external interface Slotable
{
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
    fun remove()
}

/**
 * Exposes the JavaScript [NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
 */
public external abstract class NodeList : ItemArrayLike<Node> {
    fun override fun item(index: Int):
        Element?
fun namedItem(name: String):
    Element?
}

/**
 * Exposes the JavaScript [HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
 */
public external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
    fun namedItem(name: String): Element?
}

/**
 * Exposes the JavaScript [MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>?
}

/**
 * Exposes the JavaScript [MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["childList"] = childList
        o["attributes"] = attributes
        o["characterData"] = characterData
        o["subtree"] = subtree
        o["attributeOldValue"] = attributeOldValue
        o["characterDataOldValue"] = characterDataOldValue
        o["attributeFilter"] = attributeFilter
        return o
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList?
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributes: NodeArray
    open val parentNode: Node?
    open val parentNode: Node?
    open val nodeValue: String
    open val textContent: String
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node?
    fun cloneNode(deep: Boolean = definedExternally): Node?
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String
    fun lookupNamespaceURI(prefix: String?): String
    fun defaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, before: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, node: Node): Node
}
Node, child: Node): Node
  fun removeChild(child: Node): Node

  fun removeChild(child: Node): Node

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface GetRootNodeOptions {
  var composed: Boolean? /* = false */
  get() = definedExternally
  set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
  val o = js("({})")
  o["composed"] = composed
  return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
  open val implementation: DOMImplementation
  open val URL: String
  open val documentURI: String
  open val origin: String

  open val compatMode: String
  open val characterSet: String
  open val inputEncoding: String
  open val contentType: String
  open val doctype: DocumentType?
  open val documentElement: Element?
  open val location: Location?
  var domain: String
  open val referrer: String
  var cookie: String
  open val lastModified: String
  open val readyState: DocumentReadyState
  var title: String
  var dir: String
  var body: HTMLElement?
  open val head: HTMLHeadElement?
  open val images: HTMLCollection
  open val embeds: HTMLCollection
  open val plugins: HTMLCollection
  open val links: HTMLCollection
  open val forms: HTMLCollection
  open val scripts: HTMLCollection
  open val currentScript: HTMLOrSVGScriptElement?
  open val defaultView: Window?
  var designMode: String
  var onreadystatechange: ((Event) -> dynamic)?
  var bgColor: String
  var linkColor: String
  var vlinkColor: String
  var alinkColor: String
  var fgColor: String

  var anchors: HTMLCollection
  open val applets: HTMLCollection
  open val all: HTMLAllCollection
  open val scrollingElement: Element?
  open val styleSheets: StyleSheetList
  open val rootElement: SVGSVGElement?

  open val fullScrollEnabled: Boolean
  open val fullscreen: Boolean
  var onfullscreenchange: ((Event) -> dynamic)?
  var onfullscreenerror: ((Event) -> dynamic)?
  var override var onabort: ((Event) -> dynamic)?
  var override var onblur: ((FocusEvent) -> dynamic)?
  var override var oncancel: ((Event) -> dynamic)?
  var override var oncanplay: ((Event) -> dynamic)?
  var override var oncanplaythrough: ((Event) -> dynamic)?
  var override var onchange: ((Event) -> dynamic)?
  var override var oncontextmenu: ((MouseEvent) -> dynamic)?
  var override var ondrag: ((DragEvent) -> dynamic)?
  var override var ondragend: ((DragEvent) -> dynamic)?
  var override var ondragenter: ((DragEvent) -> dynamic)?
  var override var ondragexit: ((DragEvent) -> dynamic)?
  var override var ondragleave: ((DragEvent) -> dynamic)?
  var override var ondragover: ((DragEvent) -> dynamic)?
  var override var ondragstart: ((DragEvent) -> dynamic)?
  var override var ondurationchange: ((Event) -> dynamic)?
  var override var onemptied: ((Event) -> dynamic)?
  var override var onerror: ((Event) -> dynamic)?
  var override var onfocus: ((FocusEvent) -> dynamic)?
  var override var oninput: ((InputEvent) -> dynamic)?
  var override var onkeydown: ((KeyboardEvent) -> dynamic)?
  var override var onkeypress: ((KeyboardEvent) -> dynamic)?
  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
  var override var onmouseout: ((MouseEvent) -> dynamic)?
  var override var onmouseover: ((MouseEvent) -> dynamic)?
  var override var onmouseup: ((MouseEvent) -> dynamic)?
  var override var onmousewheel: ((WheelEvent) -> dynamic)?

  var override var onninput: ((InputEvent) -> dynamic)?
  var override var onunload: ((Event) -> dynamic)?
  var override var onloadedmetadata: ((Event) -> dynamic)?
  var override var onloading: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
  var override var oncontextmenu: ((MouseEvent) -> dynamic)?
  var override var onerror: ((Event) -> dynamic)?
  var override var onkeydown: ((KeyboardEvent) -> dynamic)?
  var override var onkeypress: ((KeyboardEvent) -> dynamic)?
  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
  var override var onmouseout: ((MouseEvent) -> dynamic)?
  var override var onmouseover: ((MouseEvent) -> dynamic)?
  var override var onmouseup: ((MouseEvent) -> dynamic)?
  var override var onmousewheel: ((WheelEvent) -> dynamic)?

  var override var onninput: ((InputEvent) -> dynamic)?
  var override var onunload: ((Event) -> dynamic)?
  var override var onloadedmetadata: ((Event) -> dynamic)?
  var override var onloading: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
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  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
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  var override var onmouseup: ((MouseEvent) -> dynamic)?
  var override var onmousewheel: ((WheelEvent) -> dynamic)?

  var override var onninput: ((InputEvent) -> dynamic)?
  var override var onunload: ((Event) -> dynamic)?
  var override var onloadedmetadata: ((Event) -> dynamic)?
  var override var onloading: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
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  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
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  var override var onninput: ((InputEvent) -> dynamic)?
  var override var onunload: ((Event) -> dynamic)?
  var override var onloadedmetadata: ((Event) -> dynamic)?
  var override var onloading: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
  var override var oncontextmenu: ((MouseEvent) -> dynamic)?
  var override var onerror: ((Event) -> dynamic)?
  var override var onkeydown: ((KeyboardEvent) -> dynamic)?
  var override var onkeypress: ((KeyboardEvent) -> dynamic)?
  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
  var override var onmouseout: ((MouseEvent) -> dynamic)?
  var override var onmouseover: ((MouseEvent) -> dynamic)?
  var override var onmouseup: ((MouseEvent) -> dynamic)?
  var override var onmousewheel: ((WheelEvent) -> dynamic)?

  var override var onninput: ((InputEvent) -> dynamic)?
  var override var onunload: ((Event) -> dynamic)?
  var override var onloadedmetadata: ((Event) -> dynamic)?
  var override var onloading: ((Event) -> dynamic)?
  var override var onorientationchange: ((Event) -> dynamic)?
  var override var oncontextmenu: ((MouseEvent) -> dynamic)?
  var override var onerror: ((Event) -> dynamic)?
  var override var onkeydown: ((KeyboardEvent) -> dynamic)?
  var override var onkeypress: ((KeyboardEvent) -> dynamic)?
  var override var onkeyup: ((KeyboardEvent) -> dynamic)?
  var override var onmousedown: ((MouseEvent) -> dynamic)?
  var override var onmousemove: ((MouseEvent) -> dynamic)?
  var override var onmouseout: ((MouseEvent) -> dynamic)?
  var override var onmouseover: ((MouseEvent) -> dynamic)?
  var override var onmouseup: ((MouseEvent) -> dynamic)?
  var override var onmousewheel: ((WheelEvent) -> dynamic)?

  var override var onninput: ((InputEvent) -> dynamic)
((MouseEvent) -> dynamic)?
override var onmouseenter: ((MouseEvent) -> dynamic)?
override var onmouseleave: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onwheel: ((WheelEvent) -> dynamic)?
override var onpause: ((Event) -> dynamic)?
override var onplay: ((Event) -> dynamic)?
override var onplaying: ((Event) -> dynamic)?
override var onratechange: ((Event) -> dynamic)?
override var onreset: ((Event) -> dynamic)?
override var onresize: ((Event) -> dynamic)?
override var onscroll: ((Event) -> dynamic)?
override var onseeked: ((Event) -> dynamic)?
override var onseeking: ((Event) -> dynamic)?
override var onselect: ((Event) -> dynamic)?
override var onshow: ((Event) -> dynamic)?
override var onstalled: ((Event) -> dynamic)?
override var onsubmit: ((Event) -> dynamic)?
override var onvolumechange: ((Event) -> dynamic)?
override var onwaiting: ((Event) -> dynamic)?
override var ongotpointercapture: ((PointerEvent) -> dynamic)?
override var ononpointercapture: ((PointerEvent) -> dynamic)?
override var ononpointerdown: ((PointerEvent) -> dynamic)?
override var ononpointermove: ((PointerEvent) -> dynamic)?
override var ononpointerup: ((PointerEvent) -> dynamic)?
override var ononpointercancel: ((PointerEvent) -> dynamic)?
override var ononpointerover: ((PointerEvent) -> dynamic)?
override var ononpointerout: ((PointerEvent) -> dynamic)?
override var ononinterleave: ((PointerEvent) -> dynamic)?
override var ononcopy: ((ClipboardEvent) -> dynamic)?
override var ononcut: ((ClipboardEvent) -> dynamic)?
override var ononpaste: ((ClipboardEvent) -> dynamic)?
override val fullscreenElement: Element?
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element
fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element
fun createDocumentFragment(): DocumentFragment
fun createTextNode(data: String): Text
fun createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(`interface`: String): Event
fun createRange(): Range
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close(): Document
fun write(vararg text: String): Document
fun writeln(vararg text: String): Document
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterminate(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): String
fun clear(): Document
fun captureEvents(): Document
fun releaseEvents(): Document
fun elementFromPoint(x: Double, y: Double): Element
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition
fun createTouch(view:
attachShadow(init: ShadowRootInit): ShadowRoot
fun closest(selectors: String): Element?
fun matches(selectors: String): Boolean
fun webkitMatchesSelector(selectors: String): Boolean
fun getElementsByTagName(qualifiedName: String): HTMLCollection
fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
fun getElementsByClassName(classNames: String): HTMLCollection
fun insertAdjacentElement(where: String, element: Element?): Array<DOMRect>
fun setPointerCapture(pointerId: Int)
fun releasePointerCapture(pointerId: Int)
fun requestFullscreen(): Promise<Unit>

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface ShadowRootInit {
var mode: ShadowRootMode?
    get() = definedExternally
    set(value) = definedExternally
}

/**
   Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
   */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun setNamedItemNS(attr: Attr): Attr?
    fun removeNamedItem(qualifiedName: String): Attr
    fun removeNamedItemNS(namespace: String?, localName: String): Attr
    override fun item(index: Int): Attr?
    fun getNamedItem(qualifiedName: String): Attr?
}

/**
   * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
   */
public external abstract class Attr : Node {
open val namespaceURI: String?
open val prefix: String?
open val localName: String
open val name: String
open var value: String
open val ownerElement: Element?
open var specified: Boolean

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
   * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
   */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
open var data: String
open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
fun insertData(offset: Int, data: String)
fun deleteData(offset: Int, count: Int)
fun replaceData(offset: Int, count: Int, data: String)

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
open val wholeText: String
override val assignedSlot: HTMLSlotElement?
override val previousElementSibling: Element?
override val nextElementSibling: Element?
fun splitText(offset: Int): Text
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin
 */
public external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {
open val target: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin
 */
public external open class Comment(data: String = definedExternally) : CharacterData {
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
    }
}

/**
 * Exposes the JavaScript
 [Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin
 */
public external open class Range {
    open val startContainer: Node
    open val startOffset: Int
    open val endContainer: Node
    open val endOffset: Int
    open val collapsed: Boolean
    open val commonAncestorContainer: Node
    fun setStart(node: Node, offset: Int)
    fun setEnd(node: Node, offset: Int)
    fun setStartBefore(node: Node)
    fun setStartAfter(node: Node)
    fun setEndBefore(node: Node)
    fun setEndAfter(node: Node)
    fun collapse(toStart: Boolean = definedExternally)
    fun selectNode(node: Node)
    fun selectNodeContents(node: Node)
    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short
    fun deleteContents()
    fun extractContents(): DocumentFragment
    fun cloneContents(): DocumentFragment
    fun insertNode(node: Node)
    fun surroundContents(newParent: Node)
    fun cloneRange(): Range
    fun detach()
    fun isPointInRange(node: Node, offset: Int): Boolean
    fun comparePoint(node: Node, offset: Int): Short
    fun intersectsNode(node: Node): Boolean
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun createContextualFragment(fragment: String): DocumentFragment

    companion object {
        val START_TO_START: Short
        val START_TO_END: Short
        val END_TO_END: Short
        val END_TO_START: Short
    }
}

/**
 * Exposes the JavaScript
 [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript
 [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript
 [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
    }
val SHOW_PROCESSING_INSTRUCTION: Int
val SHOW_COMMENT: Int
val SHOW_DOCUMENT: Int
val SHOW_DOCUMENT_FRAGMENT: Int
val SHOW_NOTATION: Int

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String =
asDynamic()[index]

/**
 * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) =
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double?
= 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRectInit](https://developer.mozilla.org/en/docs/Web/API/DOMRectInit) to Kotlin
 */
public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) =
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double?
= 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect?
= asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3:
    DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)
}
open val p1: DOMPoint
open val p2: DOMPoint
open val p3: DOMPoint
open val p4: DOMPoint
open val bounds: DOMRectReadOnly

/**
 * Exposes the JavaScript
[DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
*/
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript
[DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
*/
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrix)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
    override var a: Double
    override var b: Double
    override var c: Double
    override var d: Double
    override var e: Double
    override var f: Double
    override var m11: Double
    override var m12: Double
    override var m13: Double
    override var m14: Double
    override var m21: Double
    override var m22: Double
    override var m23: Double
    override var m24: Double
    override var m31: Double
    override var m32: Double
    override var m33: Double
    override var m34: Double
    override var m41: Double
    override var m42: Double
    override var m43: Double
    override var m44: Double
    fun multiplySelf(other: DOMMatrix): DOMMatrix
    fun preMultiplySelf(other: DOMMatrix): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript
[ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
*/
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint

/**
 * Exposes the JavaScript [Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin
 */
public external abstract class Touch

/**
 * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */
public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement
override var onpointerout: ((PointerEvent) -> dynamic)?
override var onpointerenter: ((PointerEvent) ->
dynamic)?
override var onpointerleave: ((PointerEvent) ->
dynamic)?
override var oncopy:
((ClipboardEvent) -> dynamic)?
override var oncut: ((ClipboardEvent) ->
dynamic)?
override var onpaste:
((ClipboardEvent) -> dynamic)?
override var contentEditable: String
override val isContentEditable: Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val precedentSibling: Element?
override val nextSibling: Element?
override val assignedSlot: HTMLSlotElement?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg
nodes: dynamic)
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun remove()
```kotlin
{\n    companion object\n}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() = \n    "select".asDynamic().unsafeCast<SelectionMode>()\n
public inline val SelectionMode.Companion.START: SelectionMode get() = \n    "start".asDynamic().unsafeCast<SelectionMode>()\n
public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = \n    "preserve".asDynamic().unsafeCast<SelectionMode>()\n
CanvasFillRule {\n    companion object\n}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = \n    "nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n
public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = \n    "evenodd".asDynamic().unsafeCast<CanvasFillRule>()\n
ImageSmoothingQuality {\n    companion object\n}

public inline val ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() = \n    "low".asDynamic().unsafeCast<ImageSmoothingQuality>()\n
public inline val ImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() = \n    "medium".asDynamic().unsafeCast<ImageSmoothingQuality>()\n
public inline val ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() = \n    "high".asDynamic().unsafeCast<ImageSmoothingQuality>()\n
CanvasLineCap {\n    companion object\n}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = \n    "butt".asDynamic().unsafeCast<CanvasLineCap>()\n
public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = \n    "round".asDynamic().unsafeCast<CanvasLineCap>()\n
public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = \n    "square".asDynamic().unsafeCast<CanvasLineCap>()\n
CanvasLineJoin {\n    companion object\n}

public inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = \n    "round".asDynamic().unsafeCast<CanvasLineJoin>()\n
public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = \n    "bevel".asDynamic().unsafeCast<CanvasLineJoin>()\n
public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = \n    "miter".asDynamic().unsafeCast<CanvasLineJoin>()\n
CanvasTextAlign {\n    companion object\n}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = \n    "start".asDynamic().unsafeCast<CanvasTextAlign>()\n
public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = \n    "end".asDynamic().unsafeCast<CanvasTextAlign>()\n
public inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = \n    "left".asDynamic().unsafeCast<CanvasTextAlign>()\n
public inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = \n    "right".asDynamic().unsafeCast<CanvasTextAlign>()\n
CanvasTextBaseline {\n    companion object\n}

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = \n    "top".asDynamic().unsafeCast<CanvasTextBaseline>()\n
public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = \n    "middle".asDynamic().unsafeCast<CanvasTextBaseline>()\n
public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = \n    "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()\n
public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = \n    "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()
```

Open Source Used In DNAC Platform Guardian 12901
override fun text(): Promise<String> { return definedExternally()
    set(value) = definedExternally()
    var headers: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var body: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var referer: String?
        get() = definedExternally()
    set(value) = definedExternally()
    var refererPolicy: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var mode: RequestMode?
        get() = definedExternally()
    set(value) = definedExternally()
    var credentials: RequestCredentials?
        get() = definedExternally()
    set(value) = definedExternally()
    var cache: RequestCache?
        get() = definedExternally()
    set(value) = definedExternally()
    var redirect: RequestRedirect?
        get() = definedExternally()
    set(value) = definedExternally()
    var integrity: String?
        get() = definedExternally()
    set(value) = definedExternally()
    var keepalive: Boolean?
        get() = definedExternally()
    set(value) = definedExternally()
    var window: Any?
        get() = definedExternally()
    set(value) = definedExternally()
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally()
    set(value) = definedExternally()
    var headers: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var body: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var referrer: String?
        get() = definedExternally()
    set(value) = definedExternally()
    var referrerPolicy: dynamic
        get() = definedExternally()
    set(value) = definedExternally()
    var mode: RequestMode?
        get() = definedExternally()
    set(value) = definedExternally()
    var credentials: RequestCredentials?
        get() = definedExternally()
    set(value) = definedExternally()
    var cache: RequestCache?
        get() = definedExternally()
    set(value) = definedExternally()
    var redirect: RequestRedirect?
        get() = definedExternally()
    set(value) = definedExternally()
    var integrity: String?
        get() = definedExternally()
    set(value) = definedExternally()
    var keepalive: Boolean?
        get() = definedExternally()
    set(value) = definedExternally()
    var window: Any?
        get() = definedExternally()
    set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
    undefined, mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache: RequestCache? =
    undefined, redirect: RequestRedirect? = undefined, integrity: String? = undefined, keepalive: Boolean? =
    undefined, window: Any? = undefined): RequestInit {
    return js("({})")
    .withObject(method, definedExternally())
    .withObject(headers, definedExternally())
    .withObject(body, definedExternally())
    .withObject(referrer, definedExternally())
    .withObject(referrerPolicy, definedExternally())
    .withObject(mode, undefined)
    .withObject(integrity, undefined)
    .withObject(keepalive, undefined)
    .withObject(window, undefined)
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to
 * Kotlin
 */
public external open class Response(body: dynamic = definedExternally(), init: ResponseInit =
    definedExternally()) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean

    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally()): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally()
    set(value) = definedExternally()
    var statusText:
        String? /* = "OK" */
        get() = definedExternally()
    set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
    statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    return js("({})")
    .withObject(status, undefined)
    .withObject(statusText, undefined)
    .withObject(headers, undefined)
}

/* please, don't implement
this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement this interface! */
"default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!// See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop()
    fun getCapabilities(): MediaStreamTrackCapabilities
    fun getConstraints():
fun getSettings(): MediaTrackSettings
fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>

/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true,
        frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true,
        sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl: Boolean? = true,
        noiseSuppression: Boolean? = true, latency: Boolean? = true, channelCount: Boolean? = true,
        deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaTrackCapabilities(width: ULongRange? = undefined, height: ULongRange? = undefined, aspectRatio: DoubleRange? = undefined,
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
 */
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>? = undefined
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width

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```javascript
/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public extern interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin
 */
public extern open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) : Event {
    open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public extern interface MediaStreamTrackEventInit : EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {
    open val track: MediaStreamTrack
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

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OverconstrainedErrorEventInit {'val o = js("({})")\n  o["error"] = error\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return o\n}\n
OverconstrainedErrorEventInit {
    val o = js("({})")\n    o["error"] = error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n
OverconstrainedErrorEventInit {
    val o = js("({})")\n    o["error"] = error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n
OverconstrainedErrorEventInit {
    val o = js("({})")\n    o["error"] = error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n
/**
 * Exposes the JavaScript
*/
public external abstract class MediaDevices : EventTarget {
    open var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints():
    MediaTrackSupportedConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally):
        Promise<MediaStream>
    fun getSupportedConstraints():
        Promise<MediaStreamConstraints>
    fun getTrackConstraints():
        Promise<MediaStreamConstraints>
    fun getSettings(): Constraints
    fun applySettings(constraints: Constraints = Constraints):
        Promise<Unit>
}

/**
 * Exposes the JavaScript
*/
public external abstract class MediaDeviceInfo {
    open var deviceId: String
    open var kind: MediaDeviceKind
    open var label: String
    open var groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo : MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/**
 * Exposes the JavaScript
*/
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applySettings(constraints: Constraints = Constraints):
        Promise<Unit>
}

/**
 * Exposes the JavaScript
*/
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange : DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
/**
 * Exposes the JavaScript
 * [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
 * to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({})")
    return o
}

public external interface Settings

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("({})")
    return o
}

public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({})")
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({})")
    o["advanced"] = advanced
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

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// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.pointerevents

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun PointerEventInit(pointerId: Int? = 0, width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, 
tangentialPressure: Float? = 0f, tiltX: Int? = 0, tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = "", isPrimary: Boolean? = false, 
metaKey: Boolean? = false, shiftKey: Boolean? = false, ctrlKey: Boolean? = false, altKey: Boolean? = false, metaKeyLong: Boolean? = false, 
shiftKeyLong: Boolean? = false, ctrlKeyLong: Boolean? = false, altKeyLong: Boolean? = false, metaKeyExtended: Boolean? = false, 
shiftKeyExtended: Boolean? = false, ctrlKeyExtended: Boolean? = false, altKeyExtended: Boolean? = false, metaKeySystem: Boolean? = false, 
shiftKeySystem: Boolean? = false, ctrlKeySystem: Boolean? = false, altKeySystem: Boolean? = false, view: Window? = null, 
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["metaKey"] = metaKey
    o["shiftKey"] = shiftKey
    o["ctrlKey"] = ctrlKey
    o["altKey"] = altKey
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript SVGElement (https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript SVGGraphicsElement (https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript SVGGeometryElement (https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: SVGAnimatedNumber
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)
}

public abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin
 */
public abstract class SVGNumberList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val
animVal: Short

*/

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript
 */

open class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript
 */

open class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
}

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.get(index: Int): String? =

@kotlin.internal.InlineOnly
public inline operator fun SVGStringList.set(index: Int, newItem: String) {

/**
 * Exposes the JavaScript
 */

open class SVGUnitTypes {
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

/**
 * Exposes the JavaScript
 */

open class SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

/**
 * Exposes the JavaScript
 */

open class SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript
 */

open class SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript
 */

open class SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript
 */

open classSVGUnitTypes

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
open classSVGTests

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
open classSVGZoomAndPan

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
open classSVGURIReference
external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open val currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElemen**:
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElemen**:
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGGElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGUnknownElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

```kotlin
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}
```

```kotlin
public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

```kotlin
public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}
```

```kotlin
/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
```
/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform?

    @kotlin.internal.InlineOnly
    public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

    @kotlin.internal.InlineOnly
    public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

    /**
     * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
     */
    public external abstract class SVGAnimatedTransformList {
        open val baseVal: SVGTransformList
        open val animVal: SVGTransformList
    }

    /**
     * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
     */
    public external abstract class SVGPreserveAspectRatio {
        open var align: Short
        open var meetOrSlice: Short

        companion object {
            val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
            val SVG_PRESERVEASPECTRATIO_NONE: Short
            val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
            val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
            val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
            val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
            val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
            val SVG_PRESERVEASPECTRATIO_XMAXYMID: Short
            val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
            val SVG_MEETORSLICE_UNKNOWN: Short
            val SVG_MEETORSLICE_MEET: Short
            val SVG_MEETORSLICE_SLICE: Short
        }
    }

    /**
     * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
     */
    public external abstract class SVGAnimatedPreserveAspectRatio {
        open val baseVal: SVGPreserveAspectRatio
        open val animVal: SVGPreserveAspectRatio
    }

    /**
     * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
     */
    public
external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public
external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin
 */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    val LENGTHADJUST_UNKNOWN: Short
    val LENGTHADJUST_SPACING: Short
    val LENGTHADJUST_SPACINGANDGLYPHS: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/* Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var preserveAspectRatio: SVGAnimatedPreserveAspectRatio
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/** Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin */
*\n*/

val x: SVGAnimatedLength
val y: SVGAnimatedLength
val width: SVGAnimatedLength
val height: SVGAnimatedLength
val companion object { \nval ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

/** Exposes the JavaScript [SVGMarkerElement](https://developer.mozilla.org/en/docs/Web/API/SVGMarkerElement) to Kotlin */
*\n*/

val refX: SVGAnimatedLength
val refY: SVGAnimatedLength
val markerUnits: SVGAnimatedEnumeration
val markerWidth: SVGAnimatedLength
val markerHeight: SVGAnimatedLength
val orientType: SVGAnimatedEnumeration
val orientAngle: SVGAnimatedAngle

val SVG_MARKERUNITS_UNKNOWN: Short
val SVG_MARKERUNITS_USERSPACEONUSE: Short
val SVG_MARKERUNITS_STROKEWIDTH: Short
val SVG_MARKER_ORIENT_UNKNOWN: Short
val SVG_MARKER_ORIENT_AUTO: Short
val SVG_MARKER_ORIENT_ANGLE: Short

/** Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin */
*\n*/

val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_SPREADMETHOD_REFLECT: Short

val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_SPREADMETHOD_REFLECT: Short
Short
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val NOTATION_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
      val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SSVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin *
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin *
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin *
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) : ImageBitmapSource {
    open val size: Number
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close()
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin

public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int?
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

public abstract class FileList : ItemArrayLike<
    File> {
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
public inline operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()?

    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE:
    }
}

/**
 * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}

package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection
    open val lang: String
    open val body: String
    open val tag: String
    open val image: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: Array<out Int>
    open val timestamp: Number
    open val renotify: Boolean
    open val silent: Boolean
    open val noscreen: Boolean
    open val requireInteraction: Boolean
    open val sticky: Boolean
    open val data: Any?
    open val actions: Array<out NotificationAction>
    fun close()

    companion object {
        val permission: NotificationPermission
        val maxActions: Int
        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<
    NotificationPermission>
}

Any? open val actions: Array<
    NotificationAction>

definedExternally
set(value) = definedExternally
var renotify: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var silent: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var noscreen: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var requireInteraction: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var sticky: Boolean? /* = false */
get() =
definedExternally
set(value) = definedExternally
var data: Any? /* = null */
get() =
definedExternally
set(value) = definedExternally
var actions: Array<NotificationAction>? /* = arrayOf() */
get() =
definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
public
body:
sound: String? = undefined, vibrate: dynamic = undefined, dynamic = undefined, timestamp: Number? = undefined,
    val o =
    o["dir"] = dir
    o["lang"] = lang
    o["body"] = body
    o["tag"] = tag
    o["image"] = image
    o["icon"] = icon
    o["badge"] = badge
    o["sound"] = sound
    o["vibrate"] = vibrate
    o["timestamp"] = timestamp
    o["renotify"] = renotify
    o["silent"] = silent
    o["noscreen"] = noscreen
    o["requireInteraction"] = requireInteraction
    o["sticky"] = sticky
    o["data"] = data
    o["actions"] = actions
    return o
}

public external interface NotificationAction {
    var action: String?
        get() =
        set(value) =
    var title: String?
        get() =
        set(value) =
    var icon: String?
        get() =
        set(value) =
}

@kotlin.internal.InlineOnly
    val o =
    o["action"] = action
    o["title"] = title
    o["icon"] = icon
    return o
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
        get() =
        set(value) =
}

@kotlin.internal.InlineOnly
public inline fun GetNotificationOptions(tag: String? = ""): GetNotificationOptions {
    val o =
    o["tag"] = tag
    return o
}

/**
 * Exposes the
JavaScript 
[NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent)
to Kotlin
*/
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() =
        set(value) =
    var action: String? /* = "" */
        get() =
        set(value) =
}

@kotlin.internal.InlineOnly
public inline fun NotificationEventInit(notification: Notification?, action: String? = "", bubbles: Boolean? = false,
cancelable: Boolean? = false): NotificationEventInit {
    val o =
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() =
"default".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() =
"denied".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() =
"granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface!
*/
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() =
NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*

/**
 * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker

ServiceWorkerState

open var onstatechange: ((Event) -> dynamic)?

fun postMessage(message: Any?,
    transfer: Array<dynamic> = definedExternally)

/**
 * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget

open val installing: ServiceWorker?

open val waiting: ServiceWorker?

open val active: ServiceWorker?

open val scope: String

open var onupdatefound: ((Event) -> dynamic)?

fun register(scriptURL: String,
    options: RegistrationOptions = definedExternally)

fun startMessages()

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally

    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
 */
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event

open val data: Any?

open val origin: String

open val lastEventId: String

open val source: UnionMessagePortOrServiceWorker?

open val ports: Array<out MessagePort>?

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
}

public external interface ServiceWorkerMessageEventInit : EventInit

fun sendMessage(port: MessagePort?)
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["ports"] = ports
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((NotificationEvent) -> dynamic)?
    open var onnotificationclose: ((NotificationEvent) -> dynamic)?
    open var onfunctionalevent: ((Event) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript
 [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
 */
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
 [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
 */
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open val focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/**
 * Exposes the JavaScript
 [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
 */
public external abstract class Clients {
    fun get(id: String): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient?>
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["Cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
 */
public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}
js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}

/**
 * Exposes the JavaScript
[FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 * *public* external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
 * 
 * var request: Request
 * 
 * fun respondWith(r: Promise<Response>)
 * }
 */

public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val clientId: String?
    open val isReload: Boolean?
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface FetchEventInit : ExtendableEventInit {
        var request: Request?
            get() = definedExternally
            set(value) = definedExternally
        var clientId: String? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var isReload: Boolean? /* = false */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["request"] = request
        o["clientId"] = clientId
        o["isReload"] = isReload
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
    }

    public external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {
        open val origin: String
        fun respondWith(r: Promise<ForeignFetchResponse>)

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface ForeignFetchEventInit : ExtendableEventInit {
            var origin: String? /* = "null" */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["origin"] = origin
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

        public external interface ForeignFetchResponse {
            var response: Response?
                get() = definedExternally
                set(value) = definedExternally
            var origin: String?
                get() = definedExternally
                set(value) = definedExternally
            var headers: Array<String>?
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["response"] = response
            o["origin"] = origin
            o["headers"] = headers
            return o
        }

    /**
     * Exposes the JavaScript
     [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
     * *public* external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
     * 
     * var data: Any?
     * 
     * fun respondWith(r: Promise<UnionClientOrMessagePortOrServiceWorker?>)
     * }
     */

    public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {
        open val source: UnionClientOrMessagePortOrServiceWorker?
        open val ports: Array<MessagePort>?

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface ExtendableMessageEventInit : ExtendableEventInit {
            var data: Any?
                get() = definedExternally
                set(value) = definedExternally
            var origin: String?
                get() = definedExternally
                set(value) = definedExternally
            var lastEventId: String?
                get() = definedExternally
                set(value) = definedExternally
            var headers: Array<String>?
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["data"] = data
            o["origin"] = origin
            o["lastEventId"] = lastEventId
            o["source"] = source
            o["ports"] = ports
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

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[Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin

```kotlin
@public external abstract class Cache {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? = false
    var ignoreMethod: Boolean? = false
    var ignoreVary: Boolean? = false
    var cacheName: String?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ignoreSearch"] = ignoreSearch
    o["ignoreMethod"] = ignoreMethod
    o["ignoreVary"] = ignoreVary
    o["cacheName"] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
    var request: Request?
    var response: Response?
    var options: CacheQueryOptions?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["type"] = type
    o["request"] = request
    o["response"] = response
    o["options"] = options
    return o
}

/**
 * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent {
    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

```
Number? /* = 0 */

get() = definedExternally

set(value) =

definedExternally

var httpEventInit:

ProgressEventInit =


ProgressEventInit {
    val o = js("{}")
    o["lengthComputable"] = lengthComputable
    o["loaded"] = loaded
    o["total"] = total
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

please, don't implement this interface!

/* please, don't implement this interface! */

interface XMLHttpRequestResponseType {
    companion object
}

public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

public inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = "text".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY

import kotlin.annotation.AnnotationRetention.SOURCE

import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an experimental API.
 *
 * Any declaration annotated with that marker is considered an experimental declaration
 * and its call sites should accept the experimental aspect of it either by
 * using [UseExperimental],
 * or by being annotated with that marker themselves, effectively causing further
 * propagation of that experimental aspect.
 * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
 */

@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.2")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class Experimental(val level: Level = Level.ERROR) {
    /**
     * Severity of the diagnostic that should be reported on usages of this experimental API which did not explicitly accept the experimental aspect of that API either by using [UseExperimental],
     * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.
     * This class is experimental itself and can only be used with the compiler argument `-Xuse-experimental=kotlin.Experimental`.
     */

    @Target(ANNOTATION_CLASS)
    @Retention(BINARY)
    @SinceKotlin("1.2")
    @RequireKotlin("1.2.50")
    internal annotation class WasExperimental(
        vararg val markerClass: KClass<out Annotation>)
KClass<out Annotation>

"package kotlin\n
import kotlin.annotation.AnnotationTarget.*\n
* This annotation marks the standard library API that is considered experimental and is not subject to the\n * [general compatibility guarantees](https://kotlinlang.org/docs/reference/evolution/components-stability.html) given for the\n * standard library.\n * the behavior of such API may be changed or the API may be removed completely in any\n * further release.\n * \n * Beware using the annotated API especially if you're developing a library, since your library\n * might become binary incompatible with the future versions of the standard library.\n * \n * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by\n * annotating that usage with the\n * [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalStdlibApi::class)`,\n * or by using the\n * compiler argument `-Xuse-experimental=kotlin.ExperimentalStdlibApi`.\n * \n * Annotations\n * \n * Any usage of a declaration annotated with `@Experimental Multiplatform` must be accepted either by\n * annotating that usage with the\n * [UseMultiplatform] annotation, e.g. `@UseMultiplatform(ExperimentalMultiplatform::class)`,\n * or by using the\n * compiler argument `-Xuse-experimental=kotlin.Experimental Multiplatform`.\n * \n * Annotations\n
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package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.experimental.ExperimentalTypeInference

/**\n * Allows to infer generic type arguments of a function\n * from the calls in the annotated function parameter of that function.\n * \n * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by\n * annotating that usage with the\n * [UseExperimental] annotation, e.g. `@UseExperimental(ExperimentalTypeInference::class)`,\n * or by using the\n * compiler argument `-Xuse-experimental=kotlin.ExperimentalTypeInference`.\n * \n * Annotations\n
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package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**\n * The experimental multiplatform support API marker.\n * \n * Any usage of a declaration annotated with `@Experimental Multiplatform` must be accepted either by\n * annotating that usage with the\n * [UseMultiplatform] annotation, e.g. `@UseMultiplatform(ExperimentalMultiplatform::class)`,\n * or by using the\n * compiler argument `-Xuse-experimental=kotlin.Experimental Multiplatform`.\n * \n * Annotations\n
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how to opt-in for it.

*/
@Target(ANNOTATION_CLASS)
@Retention(AnnotationRetention.BINARY)
@ExperimentalMultiplatform
@RequireKotlin("1.2.500", versionKind = RequireKotlinVersionKind.COMPILED_VERSION)
@public
annotation class OptionalExpectation

*/

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@package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 */

@SinceKotlin("1.1")
public abstract class AbstractCollection<out E> protected constructor(): Collection<E> {

    abstract override val size: Int

    override fun iterator(): Iterator<E> = IteratorImpl()

    override fun contains(element: @UnsafeVariance E): Boolean =
    elements.all { it == element }

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
    elements.all { contains(it) }

    override fun isEmpty(): Boolean = size == 0

    override fun toString(): String = joinToString(", ", "[", "]") {
        if (it === this) "(this Collection)" else it.toString()}

    /**
     * Returns new array of type `Array<Any?>` with
     * the elements of this collection.
     */
    @JsName("toArray")
    protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)

    /**
     * Fills the provided [array] or creates new array of the same type
     * and
     * fills it with the elements of this collection.
     */
    protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)

private enum class State {

    Ready,

    NotReady,

    Done,

    Failed
}

/**
 * A base class to simplify implementing iterators so that
 * implementations only have to implement [computeNext] to implement the iterator, calling [done]
 * when the iteration is complete.
 */

public abstract class AbstractIterator<T> : Iterator<T> {

    private var state = State.NotReady

    override fun hasNext(): Boolean {
        require(state != State.Failed)
        return when (state) {
            State.Done -> false
            State.Ready -> true
            else ->
            tryToComputeNext()
        }
    }

    override fun next(): T {
        if (!hasNext()) throw NoSuchElementException()
        state = State.Ready
        @Suppress("UNCHECKED_CAST")
        return nextValue as T
    }

    private fun tryToComputeNext(): Boolean {
        state = State.Failed
        computeNext()
        return state == State.Ready
    }

    /**
     * Computes the next item in the iterator.
     */
    protected fun computeNext(): Unit {

        * This callback method should call one of these two methods:
        * [setNext] with the next value of
        * [getResult] with the next value of
        * [done] to indicate there are no more elements
        * Failure to call either method will
        * result in the iteration terminating with a failed state
        */

        * Sets the next value in the iteration, called from the [computeNext] function
        */

        setNext(value: T): Unit {

            val nextValue = value
            state = State.Ready
            }
RandomAccess \{\n    private var _size: Int = 0\n    init \{\n        checkRangeIndexes(fromIndex, toIndex, list.size)\n        this._size = toIndex - fromIndex\n    \}\n    override fun get(index: Int): E \{\n        checkElementIndex(index, _size)\n        return list[fromIndex + index]\n    \}\n    override fun override val size: Int \{\n        return list.size\n    \}
\}

override fun equals(other: Any?): Boolean \{\n    if (other === this) return true\n    if (other !is List<*>?) return false\n    return orderedEquals(this, other) \}\n
/**\n * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same\n * order.\n */\noverride fun hashCode(): Int \{\n    val otherHashCode = other.hashCode()\n    return 31 * this.hashCode + otherHashCode\n\}

internal fun checkElementIndex(index, _size): Int \{\n    if (index < 0 || index >= _size) \{\n        throw IndexOutOfBoundsException("index: $index, size: $size")\n    \}\n\}

internal fun checkPositionIndex(index, this@AbstractList.size): Int \{\n    if (index < 0 || index >= this@AbstractList.size) \{\n        throw IndexOutOfBoundsException("index: $index, size: $size")\n    \}\n\}

implFindEntry(key) \{\n    checkKeyIndex(key)\n    return list[key] \n\}
implFindEntry(key, index) \{\n    checkPositionIndex(index, this@AbstractList.size)\n    return list[fromIndex + index] \n\}

/**\n * Provides a skeletal implementation of the read-only [Map] interface.\n *\n * The implementor is required to implement \{\n * \[entries\] property, which should return read-only set of map entries.\n *\n * @param K the type of map keys. The map is invariant on its key type.\n * @param V the type of map values. The map is covariant on its value type.\n *\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *\n * Based on GWT AbstractMap \n * Copyright 2007 Google Inc. \n */\npackage kotlin.collections\n
/**\n * Provides \n */\npackage guardian 12939
import kotlin.collections

/**
 * Returns a single list of all elements from all arrays in the given array.
 * @sample samples.collections.Arrays.Transformations.flattenArray
 */
public fun <T> Array<out T>.flatten(): List<T> {
    val result = ArrayList<T>(sumBy { it.size })
    for (element in this) {
        result.addAll(element)
    }
    return result
}

/**
 * Returns a pair of lists, where
 * *first* list is built from the first values of each pair from this array,
 * *second* list is built from the second values of each pair from this array.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
public fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listT to listR
}

/**
 * Returns `true` if this nullable array is either null or empty.
 * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun Array<*>?.isNullOrEmpty(): Boolean {
    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty or the result of calling [defaultValue] function if
 * the array is empty.
 * @sample samples.collections.Arrays.Usage.arrayIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =
    if (isEmpty())
        defaultValue() else
        this
result.append(element.contentToString())
            if (element instanceof BooleanArray) { result.append(element.contentToString())
                is BooleanArray -> result.append(element.contentToString())
            } else if (element instanceof UByteArray) { result.append(element.contentToString())
                is UByteArray -> result.append(element.contentToString())
            } else if (element instanceof UShortArray) { result.append(element.contentToString())
                is UShortArray -> result.append(element.contentToString())
            } else if (element instanceof UIntArray) { result.append(element.contentToString())
                is UIntArray -> result.append(element.contentToString())
            } else if (element instanceof ULongArray) { result.append(element.contentToString())
                is ULongArray -> result.append(element.contentToString())
            } else { result.append(element.toString())
                else -> result.append(element.contentToString())
            }
        }

    }
is missing in the map.\n\n\n* Returns a wrapper of this read-only map, having the implicit default value provided with the specified function \[defaultValue\].\n\n* This implicit default value is used when the original map doesn't contain a value for the key specified in \n and a value is obtained with \[Map.getValue\] function, for example when properties are delegated to the map.\n\n* When this map already has an implicit default value provided with a former call to \[withDefault\], it is being replaced by this call.\n\n* \n\n\n
```kotlin
/**
 * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function \[defaultValue\].\n\n* This implicit default value is used when the original map doesn't contain a value for the key specified in \n and a value is obtained with \[Map.getValue\] function, for example when properties are delegated to the map.\n\n* When this map already has an implicit default value provided with a former call to \[withDefault\], it is being replaced by this call.\n\n* \n\n\n```
<@kotlin.internal.OnlyInputTypes T> Boolean mutableCollection<out T>.removeAll(elements: Collection<T>): Boolean

Retains only the elements in this collection that are contained in the specified collection. Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>` if any element was removed from the collection, 'false' if the collection was not modified.

/*@kotlin.internal.InlineOnly*/public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 *
 * Allows to overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>` if any element was removed from the collection, 'false' if the collection was not modified.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") (this as MutableCollection<T>).retainAll(elements)

/**
 * Removes the element at the specified [index] from this list.
 */
@kotlin.internal.InlineOnly
public inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)

/**
 * Adds the specified [element] to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {
    this.add(element)
}

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {
    this.addAll(elements)
}

/**
 * Adds all elements of the given [elements] sequence to this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {
    this.addAll(elements)
}

/**
 * Removes a single instance of the specified [element] from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {
    this.remove(element)
}

/**
 * Removes all elements contained in the given [elements] collection from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] array from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {
    this.removeAll(elements)
}

/**
 * Removes all elements contained in the given [elements] sequence from this mutable collection.
 */
@kotlin.internal.InlineOnly
public inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {
    this.removeAll(elements)
}

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 */
public fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {
    when (elements) {
        is Collection -> return addAll(elements)
        else -> {
            var result: Boolean = false
            for (item in elements) {
                if (add(item)) result = true
            }
            return result
        }
    }
}

/**
 * Adds all elements of the given [elements] sequence to this mutable collection.
 */
public fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {
    var result: Boolean = false
    for (item in elements) {
        if (add(item)) result = true
    }
    return result
}

/**
 * Adds all elements of the given [elements] array to this mutable collection.
 */
public fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {
    return addAll(elements.asList())
}

/**
 * Removes all elements from this mutable collection that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or 'false' when no elements were removed and collection was not modified.
 */
public fun <T> MutableCollection<in T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Retains only elements of this mutable collection that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or 'false' when no elements were removed and collection was not modified.
 */
public fun <T> MutableIterable<out T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

/**
 * Removes all elements from this mutable collection that match the given [predicate].
 *
 * @return `true` if any element was removed from this collection, or 'false' when all elements were retained and collection was not modified.
 */
public fun <T> MutableIterable<out T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)
true
 |\n | return result
}*/

* Removes all elements from this [MutableList] that match the given [predicate].
 */

MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

* Retains only elements of this [MutableList] that match the given [predicate].
 */

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

private fun MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return this as MutableList<T>.filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex)
        if (predicate(this[readIndex]) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = this[readIndex]

        writeIndex++
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}

/**
 * Randomly shuffles elements in this mutable list using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> MutableList<T>.shuffle(random: Random): Unit {
    for (i in lastIndex downTo 1) {
        val j = random.nextInt(i + 1)
        val copy = this[i]
        this[i] = this[j]
        this[j] = copy
    }
}

/**
 * Returns a new list with the elements of this list randomly shuffled using the specified [random] instance as the source of randomness.
 */
@SinceKotlin("1.3")
public fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }


T = delegate.removeAt(reverseElementIndex(index))

override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)

override fun add(index: Int, element: T) {
    delegate.add(reversePositionIndex(index), element)
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

/*
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 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:UseExperimental(ExperimentalTypeInference::class)

package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [[Sequence]] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequence
 * @sample samples.collections.Iterables.Building.iterable
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

@SinceKotlin("1.3")
@MovedFrom("iterator{...}", ReplaceWith("iterator(block)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block)
}

/**
 * Builds an [[Iterator]] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.Building.buildSequence
 * @sample samples.collections.Iterables.Building.iterable
 */
@SinceKotlin("1.3")
public fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    val iterator = SequenceBuilderIterator<T>()
    iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)
    return iterator
}

@SinceKotlin("1.3")
@MovedFrom("iterator{...}", ReplaceWith("iterator(block)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildIterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(block)

/**
 * The scope for yielding values of a [[Sequence]] or an [[Iterator]],
 * provides [yieldAll] suspension functions.
 * @sample samples.collections.SEquences.Building.buildSequence
 * @sample samples.collections.ITERABLES.Building.iterable
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [[Iterator]] being built and suspends until the next value is requested.
     * @see SequenceScope
     * @sample samples.collections.Sequences.Building.buildSequence
     */
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [[Iterator]] being built and suspends until all these values are iterated and the next one is requested.
     * @see SequenceScope
     * @sample samples.collections.Sequences.Building.buildSequence
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields all values from the `iterator` to the [[Iterator]] being built and suspends until all these values are iterated and the next one is requested.
     * The scope for yielding values of a [[Sequence]] or an [[Iterator]],
     * provides [yield] and [yieldAll] suspension functions.
     * @see SequenceScope
     * @sample samples.collections.Sequences.Building.buildSequence
     */
    public abstract suspend fun yieldAll(Iterator<T>): Unit

    /**
     * Yields all values from the `iterator` to the [[Iterator]] being built and suspends until all these values are iterated and the next one is requested.
     * The sequence of values returned by the given iterator can be potentially infinite.
     * @see SequenceScope
     * @sample samples.collections.Sequences.Building.buildSequence
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>): Unit

    /**
     * Yields all values from the `iterator` to the [[Iterator]] being built and suspends until all these values are iterated and the next one is requested.
     * The sequence of values returned by the given iterator can be potentially infinite.
     * @see SequenceScope
     * @sample samples.collections.Sequences.Building.buildSequence
     */
    public abstract suspend fun yieldAll(iterator: Iterator<T>): Unit
}

Open Source Used In DNAC Platform Guardian 12946
yieldAll(elements: Iterable<T>) { if (elements is Collection && elements.isEmpty()) return |
yieldAll(elements.iterator())
} /* * Yields potentially infinite sequence of values to the [Iterator] being built * and suspends until all these values are iterated and the next one is requested. */

/* The sequence can be potentially infinite. */

/* ReplaceWith("SequenceScope<T>") */
public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

@Deprecated("Use SequenceScope class instead.", ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
public typealias SequenceBuilder<T> = SequenceScope<T>

private typealias State = Int

private const val State_NotReady: State = 0
private const val State_ManyNotReady: State = 1
private const val State_ManyReady: State = 2
private const val State_Ready: State = 3
private const val State_Failed: State = 4
private const val State_Done: State = 5

private class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {

private var state = State_NotReady
private var nextValue: T? = null
private var nextIterator: Iterator<T>? = null
private var nextStep: Continuation<Unit>? = null

override fun hasNext(): Boolean {
    while (true) {
        when (state) {
            State_NotReady -> {}
            State_ManyNotReady ->
                if (nextIterator!!.hasNext()) {
                    state = State_ManyReady
                    return true
                }
            else {
                state = State_Done
                return false
            }
        }
    }
}

override fun next(): T {
    if (state == State_NotReady) return nextNotReady()
    else {
        state = State_ManyNotReady
        return nextIterator!!.next()
    }
}

private fun nextNotReady(): T {
    if (!hasNext()) throw NoSuchElementException() else return next()
}

private fun exceptionalState(): Throwable = when (state) {
    State_Done -> NoSuchElementException()
    State_Failed -> IllegalStateException("Iterator has failed.")
    else -> IllegalStateException("Unexpected state of the iterator: $state")
}

override suspend fun yield(value: T) {
    nextValue = value
    state = State_Ready
    return suspendCoroutineUninterceptedOrReturn { c ->
        c.resume(Unit)
    }
}

override suspend fun yieldAll(iterator: Iterator<T>) {
    if (!iterator.hasNext()) return
    nextIterator = iterator
    state = State_ManyReady
    return suspendCoroutineUninterceptedOrReturn { c ->
        c.resume(Unit)
    }
}

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) {
    result.getOrThrow() // just rethrow exception if it is there
    state = State_Done
    if (state == State_ManyReady) yieldAll(iterator)
    if (state == State_Ready) suspendCoroutineUninterceptedOrReturn {
        // Completion continuation implementation
        override fun resumeWith(result: Result<Unit>) {
            if (result.isSuccess) return
            if (result.isException) throw result.cause
        }
    }
]

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# Open Source Used in DNAC Platform Guardian 12947
private fun partition(
    array: UByteArray, left: Int, right: Int): Int {
    var i = left
...
} /*
 * Copyright 2010-2019 JetBrains s.r.o. and
....

    /\n
    */

    fun removeFirst(n: Int) {
        require(n >= 0) { "n shouldn't be negative but it is $n" }
....

    /**
     * Removes \[n\]
     */
    fun remove(e: T) {
        if (isFull()) {
            throw IllegalStateException("ring buffer is full")
        }
....

    /**
     * Creates a new ring buffer with the capacity equal to \[newCapacity\].
     */
    override fun newArray(): Array<T> {
        return anArrayWithDefaultCapacity()
    }

....

    fun expanded(maxCapacity: Int): RingBuffer<T> {
        val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)
        val newBuffer = if (startIndex == 0)
            buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))
        return RingBuffer(newBuffer, size)
    }

....

    fun isFull() =
....

    /**
     * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the
....

    */
    override fun <T> toArray(array: Array<T>): Array<T> {
        val
....

    }
```
var j = right
val pivot = array[(left + right) / 2] while (i <= j) {
    while (array[i] < pivot) i++
    while (array[j] > pivot) j--
    if (i <= j) {
        val tmp = array[i]
        array[i] = array[j]
        array[j] = tmp
        i++ j--
    }
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) { if (left >= right) return 0
    val index = partition(array, left, right)
    quickSort(array, left, index - 1) quickSort(array, index, right) }

// Interfaces
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2] while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++ j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) { if (left < right) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right) }

// Interfaces
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2] while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++ j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) { if (left < right) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right) }

// Interfaces
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2] while (i <= j) {
        while (array[i] < pivot) i++
        while (array[j] > pivot) j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++ j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) { if (left < right) {
    val index = partition(array, left, right)
    if (left < index - 1) quickSort(array, left, index - 1)
    if (index < right) quickSort(array, index, right) }

/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)

// Interfaces
=============================================================================
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@MustBeDocumented
public annotation class ExperimentalContracts
```

* Sorts the given array using qsort algorithm.
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {
    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return value.
     * The possible values of [value] are limited to 'true', 'false' or 'null'.
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not null.
     * A function declaring the `callsInPlace` effect must be _inline_.
     */
    @ContractsDsl public fun callsInPlace(lambda: Function<Any>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace
}

/**
 * Specifies how many times a function invokes its function parameter in place.
 * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public enum class InvocationKind {
    AT_MOST_ONCE,
    AT_LEAST_ONCE,
    EXACTLY_ONCE,
    UNKNOWN
}

/**
 * Specifies the contract of a function.
 * The contract description must be at the beginning of a function and have at least one effect.
 * Only the top-level functions can have a contract for now.
 * A function parameter will be invoked one or more times, but it’s unknown how many times it can be called.
 * The contract description must be at the beginning of a function and have at least one effect.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER")
public inline fun contract(builder: ContractBuilder.() -> Unit) { }

/*
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 */

package kotlin.coroutines

/**
 * Marks coroutine context element that intercepts coroutine continuations.
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 */
public interface ContinuationInterceptor : CoroutineContext.Element

The key that defines the context interceptor.

companion object Key : CoroutineContext.Key<ContinuationInterceptor>

Returns continuation that wraps the original continuation, thus intercepting all resumptions.

This function is invoked by coroutines framework when needed and the resulting continuations are cached internally per each instance of the original continuation.

This function may simply return original continuation if it does not want to intercept this particular continuation.

When the original continuation completes, coroutine framework invokes [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if `interceptContinuation` had previously

released a different continuation instance.

public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

Invoked for the continuation instance returned by [interceptContinuation] when the original continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] had returned a different continuation instance from the one it was invoked with.

Default implementation does nothing.

@param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.

public fun releaseInterceptedContinuation(continuation: Continuation<*>)

@Suppress("UNCHECKED_CAST")
        if (key === Key) this as E else null // Performance optimization for a singleton Key


@Suppress("UNCHECKED_CAST")

Persistent context for the coroutine. It is an indexed set of [Element] instances.

An indexed set is a mix between a set and a map.

Every element in this set has a unique [Key].

Context is serialized and deserialized using this representation.

public interface Key<E : Element>

An element of the coroutine context is a singleton context by itself.

public interface Element : CoroutineContext

A key of this coroutine context element.

public val key: Key<*>

@Suppress("UNCHECKED_CAST")

if (key === Key) this as E else null // Performance optimization to a singleton Key

public override fun get(key: CoroutineContext.Key<*>): CoroutineContext =

if (key === Key) EmptyCoroutineContext else this

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this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

This is a multi-file class CombinedContext

private val left: CoroutineContext

private var element: Element

@file:kotlin.jvm.JvmName("Kotlin großen")
@file:kotlin.jvm.JvmMultifileClass

package kotlin.coroutines

import kotlin.coroutines.
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends
 * currently running coroutine or returns result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function
did suspend the execution and will not return any result immediately. In this case, the [Continuation]
provided to the [block] shall be resolved by invoking [Continuation.resumeWith] at some moment
in the future when the result becomes available to resume the computation.
* Otherwise, the return value of the [block] must have a type assignable to [T] and represents
the result of this suspend function. It means that the execution was not suspended and the [Continuation]
provided to the [block] shall not be invoked.
As the result type of the [block] is [Any], it cannot be correctly type-checked.
* Its proper return type remains on the conscience of the suspend function's author.
* Invocation of [Continuation.resumeWith]
resumes coroutine directly in the invoker's thread without going through the
* [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].
* It is the invoker's responsibility to ensure that a proper invocation context is established.
* [Continuation.intercepted] can be used to acquire the intercepted continuation.
* Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously
* in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current
* continuation instance.

suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * Note: this value should not be used in general code.** Using it outside of the context of
 * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to,
 * storing this value in other properties, returning it from other functions, etc)
 * can lead to unspecified behavior of the code.
 * It is implemented as property with getter to avoid ProGuard <clinit> problem with multifile IntrinsicsKt class.

package kotlin

/**
 * Performs a bitwise AND operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/**
 * Performs a bitwise OR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/**
 * Performs a bitwise XOR operation between the two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/**
 * Inverts the bits in this value.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TARGETTYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
*@

/**
 * Specifies that the corresponding member has the lowest priority in overload resolution.
 */
*@

/**
 * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
*@

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
*@

/**
 * Specifies that this function should not be called directly without inlining.
 */
*@

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
*@

/**
 * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property.
 */
*@

/**
 * Specifies which version should be compared with the `version` value, when compiling the usage of the annotated declaration.
 */
*@

/**
 * Note that prior to 1.2, only `requireKotlinVersionKind.LANGUAGE_VERSION` was supported, so the Kotlin compiler before 1.2 is going to treat any `requireKotlin` as if it requires the language version. Since 1.2, the Kotlin compiler supports `requireKotlinVersionKind.LANGUAGE_VERSION`, `requireKotlinVersionKind.COMPILE_VERSION` and `requireKotlinVersionKind.API_VERSION`. If the actual value of `versionKind` is something different (e.g. a new version kind, added in future versions of Kotlin), the Kotlin 1.2 is going to ignore this `requireKotlin` altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version. This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.
 */
*@

val versionKind: RequireKotlinVersionKind =
open class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    override fun getValue(thisRef: Any?, property: KProperty<*>): T
    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T)
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

package kotlin

import kotlin.reflect.KProperty

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    override fun getValue(thisRef: Any?, property: KProperty<*>): T
    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T)
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

package kotlin

import kotlin.reflect.KProperty

public abstract class ObservableProperty<T>(initialValue: T) : ReadWriteProperty<Any?, T> {
    private var value = initialValue

    protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true

    protected open fun afterChange(property: KProperty<*>, oldValue: T, newValue: T): Unit {}

    override fun getValue(thisRef: Any?, property: KProperty<*>): T
    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T)
}

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}
The code snippet is a part of a Java class that implements a random number generator. The class is abstract and contains several abstract methods for generating random numbers of various types, including `nextLong()`, `nextInt()`, and `nextBits(bitCount)`. The methods are designed to return random values uniformly distributed within specified ranges.

The `nextLong()` method is used to generate a `long` random value. It checks if the range is valid and throws an `IllegalArgumentException` if `until` is less than or equal to `from`. If the range is valid, it calculates a random value within the specified range. The `nextInt()` method returns a `long` random value uniformly distributed between `0` (inclusive) and the specified `until` (exclusive). The `nextBits(bitCount)` method returns a `long` value where the lower `bitCount` bits are filled with random values and the remaining upper bits are zero.

The code also includes a check for when `n` is less than or equal to `Int.MIN_VALUE` or `Int.MAX_VALUE`. In such cases, it uses a different approach to generate the random number. The `fastLog2()` method is used to calculate the fast logarithm of `n`.

Overall, the code snippet provides a robust implementation of a random number generator with various functionalities for generating random numbers in different ranges and formats.
/**
   * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
   */
   public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))

   /**
   * Gets the next random non-negative `Double` from the random number generator less than the specified [until] bound.
   */
   public open fun nextDouble(until: Double): Double = Double(nextDouble(0.0, until))

   /**
   * Gets the next random `Double` from the random number generator in the specified range.
   */
   public open fun nextDouble(from: Double, until: Double): Double = nextDouble(from, until / 2 - from / 2)

   /**
   * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random bytes.
   */
   public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {
        require(fromIndex in 0..array.size && toIndex in 0..array.size) { "fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}." }
        require(fromIndex <= toIndex) { "fromIndex ($fromIndex) must be not greater than toIndex ($toIndex)." }
        val steps = (toIndex - fromIndex) / 4
        var position = fromIndex
        repeat(steps) {
            val v = nextInt()
            array[position] = v.toByte()
            array[position + 1] = v.ushr(8).toByte()
            array[position + 2] = v.ushr(16).toByte()
            array[position + 3] = v.ushr(24).toByte()
            position += 4
        }
        val remainder = toIndex - position
        val vr = nextBits(remainder * 8)
        for (i in 0 until remainder) {
            array[position + i] = vr.ushr(i * 8).toByte()
        }
        return array
    }

    /**
     * Fills the specified byte [array] with random bytes and returns it.
     */
    public open fun nextBytes(size: Int): ByteArray = nextBytes(size.toByteArray())

    /**
     * Creates a byte array of the specified [size], filled with random bytes.
     */
    public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

    /**
     * The default random number generator.
     */
    companion object Default : Random() {

        private val defaultRandom: Random = defaultPlatformRandom()
        override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)
        override fun nextInt(): Int = defaultRandom.nextInt()
        override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)
        override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)
        override fun nextLong(): Long = defaultRandom.nextLong()
        override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)
        override fun nextLong(from: Long, until: Long): Long = defaultRandom.nextLong(from, until)
        override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()
        override fun nextDouble(): Double = defaultRandom.nextDouble()
        override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)
        override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)
        override fun nextFloat(): Float = defaultRandom.nextFloat()
        override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)
        override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
        override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

        @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
        @Suppress("DEPRECATION_ERROR")
        @kotlin.jvm.JvmField
Returns a repeatable random number generator seeded with the given [seed] `Int` value.

Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.

**Note:** Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return a sequence of values different from the current one for a given seed.

```kotlin
/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 * **Note:** Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return
 * a sequence of values different from the current one for a given seed.
 */
@SinceKotlin("1.3")
public fun Random(seed: Long): Random = XorWowRandom(seed, seed.shr(32).toUint())
```

```kotlin
/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 */
@SinceKotlin("1.3")
public fun Random.nextInt(range: IntRange): Int = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
    range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
    else -> nextInt()
}
```

```kotlin
/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 */
@SinceKotlin("1.3")
public fun Random.nextLong(range: LongRange): Long = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
    else -> nextLong()
}
```

```kotlin
/**
 * Gets the next random `UInt` from the random number generator.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(): UInt = nextInt().toUInt()
```

```kotlin
/**
 * Gets the next random `UInt` from the random number generator less than the specified [until] bound.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)
```

```kotlin
/**
 * Gets the next random `UInt` from the random number generator in the specified range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE

    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUint()
}
```

```kotlin
/**
 * Gets the next random `UInt` from the random number generator.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(until: UInt): UInt {
    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUint()
}
```
number generator in the specified [range].

* Generates a [UInt] random value uniformly distributed in the specified [range]:

* from `range.start` inclusive to `range.endInclusive` inclusive.

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUInt(range: UIntRange): UInt = when {range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)

    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u

    else -> nextUIntInRange(unsigned)(un_signed_inclusive /* Gets the next random [ULong] from the random number generator. */

* Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

public fun Random.nextULong(): ULong = nextLong().toULong() /* Gets the next random [ULong] from the random number generator less than the specified [until] bound. */

* Generates a [ULong] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).

* @throws IllegalArgumentException if [until] is zero.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until) /* Gets the next random [ULong] from the random number generator in the specified range. */

* Generates a [ULong] random value uniformly distributed between the specified `from` (inclusive) and `until` (exclusive) bounds.

* @throws IllegalArgumentException if [from] is greater than or equal to [until].

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(from: ULong, until: ULong): ULong = when {from.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $from")

    from.last < ULong.MAX_VALUE -> nextULong(from.first, from.last + 1u)

    from.first > ULong.MIN_VALUE -> nextULong(from.first - 1u, from.last) + 1u

    else -> nextULongInRange(unsigned, from)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range. */

    from /* 'from' inclusive to 'range.endInclusive' inclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(range: ULongRange): ULong = when {range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)

    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u

    else -> nextULongInRange(unsigned)(inclusive /* Gets the next random [ULong] from the random number generator in the specified range. */

    range /* 'from' inclusive to 'range.endInclusive' inclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(until: ULong): ULong = nextULongInRange(unsigned)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range. */

* from `range.first` inclusive to `range.last` exclusive. */

* @Throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(array: UByteArray): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(range: ULongRange): ULong = when {range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.first < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)

    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u

    else -> nextULongInRange(unsigned)(inclusive /* Gets the next random [ULong] from the random number generator in the specified range. */

    range /* 'from' inclusive to 'range.endInclusive' inclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(until: ULong): ULong = nextULongInRange(unsigned, from)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range. */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextULong(bytes: Int): UByteArray = nextBytes(size).asUByteArray() /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = nextBytes(array.asByteArray(), fromIndex, toIndex) /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(range: ULongRange): UByteArray = when {range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")

    range.first < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)

    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u

    else -> nextULongInRange(unsigned)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range: */

    range /* 'from' inclusive to 'range.endInclusive' inclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(until: ULong): UByteArray = nextULongInRange(unsigned, from)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(from: ULong, until: ULong): UByteArray = when {from.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $from")

    from.last < ULong.MAX_VALUE -> nextULong(from.first, from.last + 1u)

    from.first > ULong.MIN_VALUE -> nextULong(from.first - 1u, from.last) + 1u

    else -> nextULongInRange(unsigned, from)(inclusive /* Generates a [ULong] random value uniformly distributed in the specified range: */

    from /* 'from' inclusive to 'range.endInclusive' inclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(bytes: Int): UByteArray = nextBytes(size) /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(bytes: Int): UByteArray = nextBytes(size) /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(bytes: Int): UByteArray = nextBytes(size) /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(bytes: Int): UByteArray = nextBytes(size) /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.

* @SinceKotlin("1.3")

@ExperimentalUnsignedTypes

fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray = when {array.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty array: $array")

    array.size < UByteArray.MAX_SIZE /* Generates a [ULong] random value uniformly distributed in the specified range: */

* from `range.first` inclusive to `range.last` exclusive. */

* @throws IllegalArgumentException if [range] is empty.
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/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("RangesKt")

package kotlin.ranges

/**
 * Represents a range of floating point numbers. * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type. * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to * achieve IEEE-754 comparison order instead of total order of floating point numbers. */

@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * Represents a range of [Comparable] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * A closed range of values of type `Double`.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive
    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value.
 * This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null && contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}

@Suppress("unused") // KT-12448
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun
<reified T> typeOf(): KType =
    throw UnsupportedOperationException("This function is implemented as an
    intrinsic on all supported platforms."
) /*
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 * Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found
 * in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CharsKt")

package kotlin.text

/**
 * Concatenates this Char and a String.
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() +
other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 * @param ignoreCase `true` to ignore character case when comparing characters.
 * By default `false`.
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false):
    Boolean {
        if (this == other) return true
        if (!ignoreCase) return false
        if (this.toUpperCase() == other.toUpperCase()) return true
        if (this.toLowerCase() == other.toLowerCase()) return true
        return false
    }

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt")

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source
 * string and removes *n the first and the last lines if they are blank (notice difference blank vs empty).
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @sample samples.text.Strings.trimMargin
 * @see trimIndent
 */
public fun String.trimMargin(marginPrefix: String = "|"): String =
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and
 * replace it with [newIndent].
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "|"): String {
    require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }
    val lines = lines()

    return lines.reindent(length + newIndent.length * lines.size,
        getIndentFunction(newIndent), { line ->
            val lines = lines()
            return lines.reindent(length + newIndent.length * lines.size,
                getIndentFunction(newIndent), { line ->
                    val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace()
                        when {
                            it.isBlank() -> {
                                when {
                                    it.length < indent.length -> indent
                                    else -> it
                                }
                            }
                            firstNonWhitespaceIndex == -1 -> null
                            line.startsWith(marginPrefix,
                                firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex)
                            else -> null
                        }
                    }
                })
            })
        })
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).
 * Note that blank lines do not affect the detected indent level.\n * In case if there are non-blank lines with no leading
 * whitespace characters (no indent at all) then the\n * common indent is 0, and therefore this function doesn't change
 * the indentation.\n * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter.
 * @sample samples.text.Strings.trimIndent
 * @see trimMargin
 */
public fun String.trimIndent(): String = replaceIndent("\\n")

/**
 * Detects a common minimal indent like it does [trimIndent] and
 * replaces it with the specified [newIndent].\n * @param newIndent non-blank string, which is used as a margin delimiter.
 * @sample samples.text.Strings.replaceIndent
 */
public fun String.replaceIndent(newIndent: String = "\\n") {
    val lines = lines()
    val minCommonIndent = lines
        .map { line ->
            val lines = line
            return lines.reindent(length + newIndent.length * lines.size,
                getIndentFunction(newIndent), { line ->
                    val lines = line
                    return lines.reindent(length + newIndent.length * lines.size,
                        getIndentFunction(newIndent), { line ->
                            val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace()
                                when {
                                    it.isBlank() -> {
                                        when {
                                            it.length < indent.length -> indent
                                            else -> it
                                        }
                                    }
                                    firstNonWhitespaceIndex == -1 -> null
                                    line.startsWith(marginPrefix,
                                        firstNonWhitespaceIndex) -> line
                                        else -> line
                                    }
                                }
                            }
                        })
                    }
                })
        }
    return lines
}

/**
 * Prepends a common minimal indent of all the input lines, removes it from every line and
 * also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).
 * @param indent non-blank string, which is used as a margin delimiter.
 * @sample samples.text.Strings.prependIndent
 * @see trimIndent
 */
public fun String.prependIndent(indent: String = "    "): String =
    lineSequence().map {
        when {
            it.isBlank() -> {
                when {
                    it.length < indent.length -> indent
                    else -> it
                }
            }
        }
    }

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private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> indent + line
}

private fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    return mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinToString("\n")
}
* @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.

* Groups are indexed from 1 to the count of groups in the regular expression. A group with the index 0
* corresponds to the entire match.
* public operator fun get(index: Int): MatchGroup?

* Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
* @SinceKotlin("1.1")

*public interface MatchNamedGroupCollection : MatchGroupCollection {

*   * Returns a named group with the specified [name].
*   * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
*   * @throws IllegalArgumentException if there is no group
*   * with the specified [name] defined in the regex pattern.
*   */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */
@SinceKotlin("1.1")
public interface MatchNamedGroupCollection : MatchGroupCollection {
    /**
     * Returns a named group with the specified [name].
     * @return An instance of [MatchGroup] if the group with the
     * specified [name] was matched or `null` otherwise.
     * @throws IllegalArgumentException if there is no group
     * with the specified [name] defined in the regex pattern.
     * @throws UnsupportedOperationException if getting
     * named groups isn't supported on the current platform.
     */
    public operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 * Contains information about the match, including:
 * - The range of indices in the original string where the match was captured.
 * - A collection of groups matched by the regular expression.
 * - This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * - Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * - A list of matched indexed group values.
 * - This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * - Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * - If the group in the regular expression is optional and there were no match captured by that group, corresponding item in [groupValues] is an empty string.
 */
public interface MatchResult {
    /** The range of indices in the original string where match was captured. */
    public val range: IntRange

    /** The substring from the input string captured by this match. */
    public val value: String

    /** A collection of groups matched by the regular expression. */
    public val groups: MatchGroupCollection

    /** A list of matched indexed group values. */
    public val groupValues: List<String>

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character). */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values. */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly public operator inline fun component10(): String = match.groupValues[10]

        /** Returns destructured group values as a list of strings. */
        public fun toList(): List<String> = match.groupValues.asList()}

    /** Returns a new [MatchResult] with the results for the next match, starting at the position
     * at which the last match ended (at the character after the last matched character). */
    public fun next(): MatchResult?

    /** Provides components for destructuring assignment of group values. */
    public class Destructured internal constructor(public val match: MatchResult) {
        @kotlin.internal.InlineOnly public operator inline fun component1(): String = match.groupValues[1]
        @kotlin.internal.InlineOnly public operator inline fun component2(): String = match.groupValues[2]
        @kotlin.internal.InlineOnly public operator inline fun component3(): String = match.groupValues[3]
        @kotlin.internal.InlineOnly public operator inline fun component4(): String = match.groupValues[4]
        @kotlin.internal.InlineOnly public operator inline fun component5(): String = match.groupValues[5]
        @kotlin.internal.InlineOnly public operator inline fun component6(): String = match.groupValues[6]
        @kotlin.internal.InlineOnly public operator inline fun component7(): String = match.groupValues[7]
        @kotlin.internal.InlineOnly public operator inline fun component8(): String = match.groupValues[8]
        @kotlin.internal.InlineOnly public operator inline fun component9(): String = match.groupValues[9]
        @kotlin.internal.InlineOnly public operator inline fun component10(): String = match.groupValues[10]

        /** Returns destructured group values as a list of strings. */
        public fun toList(): List<String> = match.groupValues.asList()}
}
returns a [ClockMark], which can be used to query the elapsed time later.*
* @see [measureTime]
* @see [measureTimedValue]
* @since 1.3
@ExperimentalTime
public interface Clock {
    /**
     * Marks a time point on this clock.
     * The returned [ClockMark] instance encapsulates captured time point
     * and allows querying
     * the duration of time interval [elapsed][ClockMark.elapsedNow] from that point.
    *
    * @return [ClockMark]
    */
    @SinceKotlin("1.3")
    @ExperimentalTime
    public fun markNow(): ClockMark
}

/**
 * Represents a time point notched on a particular [Clock]. Remains
 * bound to the clock it was taken from and allows querying for the duration of time elapsed from that point (see the
 * function [elapsedNow]).
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class ClockMark {
    /**
     * Returns the amount of time passed from this clock mark on the clock from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     */
    public abstract fun elapsedNow(): Duration

    /**
     * Returns a clock mark on the same clock that is ahead of this clock mark by the specified [duration].
     * The returned clock mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
     * Public open operator fun plus(duration: Duration): ClockMark
     */
    public open operator fun plus(duration: Duration): ClockMark = AdjustedClockMark(this, duration)

    /**
     * Returns a clock mark on the same clock that is behind this clock mark by the specified [duration].
     * The returned clock mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.
     * Public open operator fun minus(duration: Duration): ClockMark
     */
    public open operator fun minus(duration: Duration): ClockMark = plus(-duration)

    /**
     * Returns true if this clock mark has passed according to the clock from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     * If the clock is monotonic, it can change only from `false` to `true`, namely, when the clock mark becomes behind the current point of the clock.
     */
    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()

    /**
     * Returns false if this clock mark has not passed according to the clock from which this mark was taken.
     * Note that the value returned by this function can change on subsequent invocations.
     * If the clock is monotonic, it can change only from `true` to `false`, namely, when the clock mark becomes behind the current point of the clock.
     */
    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()

    /**
     * Returns a clock mark on the same clock that is not a well defined operation because these clock marks
     * could have been obtained from the different clocks.
     */
    @ExperimentalTime
    @kotlin.internal.InlineOnly
    @Deprecated("Subtracting one ClockMark from another is not a well defined operation because these clock marks
     * could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
    public inline operator fun ClockMark.minus(other: ClockMark): Duration = throw Error("Operation is
disallowed.")

    @ExperimentalTime
    @kotlin.internal.InlineOnly
    @Deprecated("Comparing one ClockMark to another is not a well defined operation because these clock marks
     * could have been obtained from the different clocks.", level = DeprecationLevel.ERROR)
    public inline operator fun ClockMark.compareTo(other: ClockMark): Int = throw Error("Operation is
disallowed.")

    private class AdjustedClockMark(val mark: ClockMark, val adjustment: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment
        override fun plus(duration: Duration): ClockMark = AdjustedClockMark(mark, adjustment + duration)
    }

    override fun markNow(): ClockMark = AdjustedClockMark(this, Duration.ZERO)
}

/**
 * The most precise clock available in the platform.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public expect object MonoClock : Clock

/**
 * An abstract class used to implement clocks that return their readings as [Long] values in the specified [unit].
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongClock(protected val unit: DurationUnit) : Clock {
    /**
     * This protected method should be overridden to return the current reading of
     * the clock expressed as a [Long] number in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongClockMark(private val startedAt: Long, private val clock: AbstractLongClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration() - offset
        override fun plus(duration: Duration): ClockMark = LongClockMark(startedAt, clock, offset + duration)
    }

    override fun markNow(): ClockMark =
An abstract class used to implement clocks that return their readings as [Double] values in the specified [unit]. The unit in which this clock readings are expressed.

### AbstractDoubleClock

```kotlin
public abstract class AbstractDoubleClock(protected val unit: DurationUnit) : Clock {
    protected abstract fun read(): Double

    private class DoubleClockMark(private val startedAt: Double, private val clock: AbstractDoubleClock, private val offset: Duration) : ClockMark() {
        override fun elapsedNow(): Duration = (clock.read() - startedAt).toDuration(clock.unit) - offset
        override fun plus(duration: Duration): ClockMark = DoubleClockMark(startedAt, clock, offset + duration)
    }

    override fun markNow(): ClockMark = DoubleClockMark(read(), this, Duration.ZERO)
}
```

### TestClock

```kotlin
public class TestClock : AbstractLongClock(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta fits in long, add it as long
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0) throw IllegalStateException("TestClock will overflow if its reading $readingns is advanced by $duration.")
            newReading
        } else {
            // when delta is greater than long,
            val newReading = reading + delta
            if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) throw IllegalStateException("TestClock will overflow if its reading $readingns is advanced by $duration.")
            newReading.toLong()
        }
    }
}
```

### Duration

```kotlin
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
    // TODO: backend fails on init block, wait for KT-28055

    companion object {
        /** The duration equal to exactly 0 seconds.
         *
         * @property unit: The unit in which this clock reading value is stored as.
         * @sinceKotlin("1.3")
         * @property unit: The unit in which this clock reading value is stored as.
         * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
         * Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file.
         */
    }
}
```
*/\n
public val ZERO: Duration = Duration(0.0)\n\n
/** The duration whose value is positive infinity. It is
useful for representing timeouts that should never expire. */\n
public val INFINITE: Duration =
Duration(Double.POSITIVE_INFINITY)\n\n
/** Converts the given time duration [value] expressed in the
specified [sourceUnit] into the specified [targetUnit]. */\n
public fun convert(value: Double, sourceUnit:
DurationUnit, targetUnit: DurationUnit): Double =\n
convertDurationUnit(value, sourceUnit, targetUnit)\n
}\n\n // arithmetic operators\n\n /** Returns the negative of this value. */\n public operator fun unaryMinus():
Duration = Duration(-value)\n\n /** Returns a duration whose value is the sum of this and [other] duration values.
*/\n public operator fun plus(other: Duration): Duration = Duration(value + other.value)\n\n /** Returns a
duration whose value is the difference between this and [other] duration values. */\n public operator fun
minus(other: Duration): Duration = Duration(value - other.value)\n\n /** Returns a duration whose value is this
duration value multiplied by the given [scale] number. */\n public operator fun times(scale: Int): Duration =
Duration(value * scale)\n\n /** Returns a duration whose value is this duration value multiplied by the given
[scale] number. */\n public operator fun times(scale: Double): Duration = Duration(value * scale)\n\n /**
Returns a duration whose value is this duration value divided by the given [scale] number. */\n public operator fun
div(scale: Int): Duration = Duration(value / scale)\n\n /** Returns a duration whose value is this duration value
divided by the given [scale] number. */\n public operator fun div(scale: Double): Duration = Duration(value /
scale)\n\n /** Returns a number that is the ratio of this and [other] duration values. */\n public operator fun
div(other: Duration): Double = this.value / other.value\n\n /** Returns true, if the duration value is less than zero.
*/\n public fun isNegative(): Boolean = value < 0\n\n /** Returns true, if the duration value is greater than zero.
*/\n public fun isPositive(): Boolean = value > 0\n\n /** Returns true, if the duration value is infinite. */\n
public fun isInfinite(): Boolean = value.isInfinite()\n\n /** Returns true, if the duration value is finite. */\n public
fun isFinite(): Boolean = value.isFinite()\n\n /** Returns the absolute value of this value. The returned value is
always non-negative. */\n public val absoluteValue: Duration get() = if (isNegative()) -this else this\n\n override
fun compareTo(other: Duration): Int = this.value.compareTo(other.value)\n\n\n // splitting to components\n\n
/**\n * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
with these components.\n * The result of [action] is returned as the result of this function.\n *\n * `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than
1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its absolute value is
less than 60;\n * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less
than 60;\n * - `hours` represents the whole number of hours in this duration, and its absolute value is less than
24;\n * - `days` represents the whole number of days in this duration.\n * If the value doesn't fit in [Int] range,
i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],\n * it is coerced into that range.\n
*/\n public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int, nanoseconds:
Int) -> T): T =\n
action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent,
nanosecondsComponent)\n\n /**\n * Splits this duration into hours, minutes, seconds, and nanoseconds and
executes the given [action] with these components.\n * The result of [action] is returned as the result of this
function.\n *\n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute
value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its
absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration, and its
absolute value is less than 60;\n * - `hours` represents the whole number of hours in this duration.\n * If the
value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],\n * it is
coerced into that range.\n */\n public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds:
Int, nanoseconds: Int) -> T): T =\n
action(inHours.toInt(), minutesComponent, secondsComponent,
nanosecondsComponent)\n\n /**\n * Splits this duration into minutes, seconds, and nanoseconds and executes
the given [action] with these components.\n * The result of [action] is returned as the result of this function.\n
*\n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less
than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its absolute
value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration.\n * If the value

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doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
        action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)

    /**
     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these
     * components.
     * The result of [action] is returned as the result of this function.
     * `
     * - `seconds` represents the whole number of seconds in this duration.
     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1,000,000,000;
     * - `seconds` represents the whole number of seconds in this duration.
     * If the value doesn't fit in [Long] range, i.e. it's greater than [Long.MAX_VALUE] or less than [Long.MIN_VALUE],
     * it is coerced into that range.
     */
    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T =
        action(inSeconds.toLong(), nanosecondsComponent)

    @PublishedApi
    internal val hoursComponent: Int get() = (inHours % 24).toInt()
    @PublishedApi
    internal val minutesComponent: Int get() = (inMinutes % 60).toInt()
    @PublishedApi
    internal val secondsComponent: Int get() = (inSeconds % 60).toInt()

    @PublishedApi
    internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()

    // conversion to units

    /** Returns the value of this duration expressed as a [Double] number of the specified
     * [unit]. */
    public fun toDouble(unit: DurationUnit): Double = convertDurationUnit(value, storageUnit, unit)

    /**
     * Returns the value of this duration expressed as a [Long] number of the specified [unit].
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong]
     * for details.
     */
    public fun toLong(unit: DurationUnit): Long = toDouble(unit).toLong()

    /**
     * Returns the value of this duration expressed as an [Int] number of the specified [unit].
     * If the value doesn't fit in the range of [Int] type, it is coerced into that range, see the conversion [Double.toInt]
     * for details.
     */
    public fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt()

    /** The value of this duration expressed as a [Double] number of days. */
    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Double] number of milliseconds. */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Double] number of microseconds. */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Double] number of nanoseconds. */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts

    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds.
     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong]
     * for details.
     */
    public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

    /**
     * Returns the value of this duration expressed as a [Long] number of milliseconds.
     * The value is coerced to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong]
     * for details.
     */
    public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

    /**
     * Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number
     * value.
     * - zero duration is formatted as `"0s"`
     * - the infinite duration is formatted as `"InfinityY"`
     * - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
     * - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
     * @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`
     */
    fun toString(): String = when {
        isInfinite() -> value.toString()
        value == 0.0 -> "0s"
        else -> {
            val absNs = absoluteValue.inNanoseconds
            if (absNs >= 1e15) {
                val days = absNs / 1_000_000_000
                // format days
                var format = "d\n" when {isNegative} {"- "}
                format += days
                // format milliseconds
                val ms = absNs % 1_000
                format += "ms\n" when {isNegative} {"- "} when {ms >= 1000} {" ms\n"} else {" ms\n"}
                // format seconds
                val seconds = ms / 1_000
                format += "s\n" when {isNegative} {"- "}
                format += seconds
                // format minutes
                val minutes = seconds / 60
                format += "m\n" when {isNegative} {"- "}
                format += minutes
                // format hours
                val hours = minutes / 60
                format += "h\n" when {isNegative} {"- "}
                format += hours
                // format days
                val days = hours / 24
                format += "d\n" when {isNegative} {"- "}
                format += days
            } else {
                // format nanoseconds
                var format = "ns\n" when {isNegative} {"- "}
                format += absNs
                // format milliseconds
                val ms = absNs % 1_000
                format += "ms\n" when {isNegative} {"- "} when {ms >= 1000} {" ms\n"} else {" ms\n"}
                // format seconds
                val seconds = ms / 1_000
                format += "s\n" when {isNegative} {"- "}
                format += seconds
                // format minutes
                val minutes = seconds / 60
                format += "m\n" when {isNegative} {"- "}
                format += minutes
                // format hours
                val hours = minutes / 60
                format += "h\n" when {isNegative} {"- "}
                format += hours
                // format days
                val days = hours / 24
                format += "d\n" when {isNegative} {"- "}
                format += days
            }
        }
    }
var scientific = false
val maxDecimals = 0
val unit = when {
    absNs < 1e-6 -> DurationUnit.SECONDS
    absNs < 1e-3 -> DurationUnit.NANOSECONDS
    absNs < 1e-9 -> DurationUnit.MICROSECONDS
    absNs < 1000e9 -> DurationUnit.SECONDS
    absNs < 60_000e9 -> DurationUnit.MINUTES
    absNs < 3600_000e9 -> DurationUnit.HOURS
    absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
    else -> DurationUnit.DAYS
} * scientific
    maxDecimals > 0 -> formatUpToDecimals(value,
        maxDecimals)
    else -> formatToExactDecimals(value, precision(abs(value)))
} + unit.shortName() }
toDuration(DurationUnit.NANOSECONDS)

/**
 * Returns a [Duration] equal to this [Int] number of microseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/**
 * Returns a [Duration] equal to this [Long] number of microseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/**
 * Returns a [Duration] equal to this [Double] number of microseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)

/**
 * Returns a [Duration] equal to this [Int] number of milliseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/**
 * Returns a [Duration] equal to this [Long] number of milliseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/**
 * Returns a [Duration] equal to this [Double] number of milliseconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)

/**
 * Returns a [Duration] equal to this [Int] number of seconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() = toDuration(DurationUnit.SECONDS)

/**
 * Returns a [Duration] equal to this [Long] number of seconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() = toDuration(DurationUnit.SECONDS)

/**
 * Returns a [Duration] equal to this [Double] number of seconds.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() = toDuration(DurationUnit.SECONDS)

/**
 * Returns a [Duration] equal to this [Int] number of minutes.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() = toDuration(DurationUnit.MINUTES)

/**
 * Returns a [Duration] equal to this [Long] number of minutes.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() = toDuration(DurationUnit.MINUTES)

/**
 * Returns a [Duration] equal to this [Double] number of minutes.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() = toDuration(DurationUnit.MINUTES)

/**
 * Returns a [Duration] equal to this [Int] number of hours.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() = toDuration(DurationUnit.HOURS)

/**
 * Returns a [Duration] equal to this [Long] number of hours.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() = toDuration(DurationUnit.HOURS)

/**
 * Returns a [Duration] equal to this [Double] number of hours.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() = toDuration(DurationUnit.HOURS)

/**
 * Returns a [Duration] equal to this [Int] number of days.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() = toDuration(DurationUnit.DAYS)

/**
 * Returns a [Duration] equal to this [Long] number of days.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() = toDuration(DurationUnit.DAYS)

/**
 * Returns a duration whose value is the specified [duration] value multiplied by this number.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/**
 * Returns a duration whose value is the specified [duration] value multiplied by this number.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 */

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass()
@file:kotlin.jvm.JvmName("DurationUnitKt")

package kotlin.time

/*
 * The list of possible time measurement units, in which a duration can be expressed.
 */

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The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS]. * Time unit representing one nanosecond, which is 1/1000 of a microsecond.

/* */
@SinceKotlin("1.3")
@ExperimentalTime
public expect enum class DurationUnit {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS,
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS,
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS,
    /**
     * Time unit representing one second.
     */
    SECONDS,
    /**
     * Time unit representing one minute.
     */
    MINUTES,
    /**
     * Time unit representing one hour.
     */
    HOURS,
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS;
}

/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
@SinceKotlin("1.3")
@ExperimentalTime
internal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double

@SinceKotlin("1.3")
@ExperimentalTime
internal fun DurationUnit.shortName(): String = when (this) {
    DurationUnit.NANOSECONDS -> "ns"
    DurationUnit.MICROSECONDS -> "us"
    DurationUnit.MILLISECONDS -> "ms"
    DurationUnit.SECONDS -> "s"
    DurationUnit.MINUTES -> "m"
    DurationUnit.HOURS -> "h"
    DurationUnit.DAYS -> "d"
}
execution and the duration of elapsed time interval.

* The elapsed time is measured with the specified `this` [Clock] instance.

```kotlin
Clock.measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    \n    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}
```

Returns a hash code value for the object or zero if the object is `null`.

```kotlin
Any?.hashCode(): Int = this?.hashCode() ?: 0
```

This class represents a version of the Kotlin standard library.

```kotlin
    this.major > major || (this.major == major &&
        this.minor >= minor &&
        this.patch >= patch)
```

The maximum value a version component can have, a constant value 255.

```kotlin
MAX_COMPONENT_VALUE = 255
```

This field is initialized in JS: const MAX_COMPONENT_VALUE = 255

```kotlin
CURRENT: KotlinVersion = KotlinVersion(1, 3, 61)
```

The value is written here automatically during build:

```kotlin
public const val MAX_COMPONENT_VALUE = 255
```

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```kotlin
@receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean = throw NotImplementedError("Implementation is intrinsic")
```

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```kotlin
@receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean = throw NotImplementedError("Implementation is intrinsic")
```

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```kotlin
@receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean = throw NotImplementedError("Implementation is intrinsic")
```

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@receiver:AccessibleLateinitPropertyLiteral
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kotlin.reflect.KProperty

/**
 * Represents a value with lazy initialization.
 *
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     *
     * @param public val value: T
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.
     *
     * public fun isInitialized(): Boolean
     */
    public fun isInitialized(): Boolean

    /**
     * This extension allows to use instances of Lazy for property delegation:
     */
    override fun getValue(thisRef: Any?, property: KProperty<*>): T = value

    /**
     * Specifies how a [Lazy] instance synchronizes initialization among multiple threads:
     */
    public enum class LazyThreadSafetyMode {
        Synchronized,
        Publication,
        None,
    }

    internal object UNINITIALIZED_VALUE

    // internal to be called from lazy in JS
    internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
        private var initializer: (() -> T)? = initializer
        private var _value: Any? = UNINITIALIZED_VALUE

        override val value: T
            get() {
                if (_value === UNINITIALIZED_VALUE) {
                    _value = initializer!!()
                    initializer = null
                }
                @Suppress("UNCHECKED_CAST")
                return _value as T
            }

        override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

        override fun toString(): String = if (isInitialized())
            _value.toString()
        else "Lazy value not initialized yet."

        private fun writeReplace(): Any = InitializedLazyImpl(value)
    }

    internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {
        override fun isInitialized(): Boolean = true

        override fun toString(): String = value.toString()
    }

    /*
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     */

    @file:kotlin.jvm.JvmMultifileClass
    @file:kotlin.jvm.JvmName("NumbersKt")
    package kotlin

    /**
     * Counts the number of set bits in the binary representation of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countOneBits(): Int

    /**
     * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countLeadingZeroBits(): Int

    /**
     * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.countTrailingZeroBits(): Int

    /**
     * Returns a number having a single bit set in the position of the most significant set bit of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.takeHighestOneBit(): Int

    /**
     * Returns a number having a single bit set in the position of the least significant set bit of this [Int]
     * number.
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.takeLowestOneBit(): Int

    /**
     * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
     * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
     * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    public expect fun Int.rotateLeft(bitCount: Int): Int

    @file:file.kotlin.jvm.JvmMultifileClass
    @file:file.kotlin.jvm.JvmName("NumbersKt")
    package kotlin
* Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.

 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n)

 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:

 * number.rotateRight(n % 32) == number.rotateRight(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Int.rotateRight(bitCount: Int): Int

 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n)

 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:

 * number.rotateRight(n % 64) == number.rotateRight(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Long.rotateRight(bitCount: Int): Long

 * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.

 * The most significant bits pushed out from the right side reenter the number as the least significant bits on the left side.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n)

 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:

 * number.rotateRight(n % 64) == number.rotateRight(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Long.rotateRight(bitCount: Int): Long

 * Counts the number of set bits in the binary representation of this [Byte] number.

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Byte.countOneBits(): Byte

 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n)

 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:

 * number.rotateRight(n % 8) == number.rotateRight(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Byte.rotateRight(bitCount: Int): Byte

 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Byte.rotateLeft(bitCount: Int): Byte

 * Returns the number having a single bit set in the position of the most significant set bit of this [Long] number.

 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * number.rotateRight(-n) == number.rotateLeft(n)

 * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:

 * number.rotateRight(n % 64) == number.rotateRight(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Long.rotateRight(bitCount: Int): Long

 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

 * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number.

 * Returns the number having a single bit set in the position of the least significant set bit of this [Byte] number.

 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

 * number.rotateLeft(-n) == number.rotateRight(n)

 * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally:

 * number.rotateLeft(n % 8) == number.rotateLeft(n)

 * @SinceKotlin("1.3")
 * @ExperimentalStdlibApi
 * @public expect fun Byte.rotateLeft(bitCount: Int): Byte
n) == number.rotateRight(n)  

*number.rotateRight(-n) == number.rotateLeft(n) * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally
*number.rotateRight(n) == number.rotateRight(n % 8)"

/*
 * $$\text{Guardian}$$ 12974

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt() shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

*number.rotateLeft(n) == number.rotateLeft(n % 8)

/*
 * $$\text{Byte}$$

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt() shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

*number.rotateRight(n) == number.rotateRight(n % 8)

/*
 * Counts the new number of bits in the binary representation of this [Byte] number after

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateRight(bitCount: Int): Byte =
    (toInt() shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()

*number.rotateRight(n) == number.rotateRight(n % 8)

/*

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt() shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

*number.rotateLeft(n) == number.rotateLeft(n % 8)

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Byte.rotateLeft(bitCount: Int): Byte =
    (toInt() shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

*number.rotateLeft(n) == number.rotateLeft(n % 8)

*/
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 */

@file:kotlin.jvm.JvmName("TuplesKt")

package kotlin


/**
 * Represents a generic pair of two
 * values.
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * A pair exhibits value semantics, i.e. two pairs are equal if both components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @constructor
 * @sample samples.misc.Tuples.pairDestructuring
 *
 * Creates a new instance of Pair.
 */
public data class Pair<out A, out B>(
    public val first: A,
    public val second: B
) : Serializable {

    /**
     * Returns string representation of the [Pair] including its [first] and [second] values.
     */
    public override fun toString(): String = "($first, $second)"
}

/**
 * Creates a tuple of type [Pair] from this and [that].
 * This can be useful for creating [Map] literals with less noise, for example:
 * @param A type of the first value.
 * @param B type of the second value.
 * @constructor
 */
public infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)

/**
 * Converts this pair into a list.
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * A triad exhibits value semantics, i.e. three values are equal if all three components are equal.
 * An example of decomposing it into values:
 * @param A type of the first value.
 * @param B type of the second value.
 * @param C type of the third value.
 */
public data class Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable {

    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt)
: UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {
    override val start: UInt get() = first
    override val endInclusive: UInt get() = last

    override fun contains(value: UInt): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /** An empty range of values of type `UInt`.
         */
        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)
    }
}

/**
 * A progression of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public open class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt>
{...
object

    /**
     * Creates UIntProgression within the specified bounds of a closed range.
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
     * In order to go backwards the [step] must be negative.
     * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
     */
    public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
}

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte> {
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort> {
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt> {
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`. */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong> {
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    init {
        if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step <= Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than `Long.MIN_VALUE` to avoid overflow on negation.")
        *\n        
        if (step >= 0) throw kotlin.IllegalArgumentException("Step must be negative.")
    }

    /**
     * The first element in the progression.
     */
    public val first: ULong get() = start

    /**
     * The last element in the progression.
     */
    public val last: ULong get() = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step in the progression.
     */
    public val step: Long get() = step

    override fun iterator(): ULongIterator = ULongIterator(this)

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (first xor (first shr 32)).toInt() +
        (last xor (last shr 32)).toInt() +

    override fun toString(): String = "$first..$last"
}

/*
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override fun iterator(): ULongIterator = ULongIterator(this)

    override fun toString(): String = "$first..$last"
}


ULongProgressionIterator(first, last, step)\n
** Checks if the progression is empty. *

isNotEmpty(): Boolean = isNotEmpty() && isEmpty() ||

first == other.first && last ==

other.last && step == other.step

override fun hashCode(): Int =

if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt() + step xor (step ushr 32)).toInt())

override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step $(-step)"

/*
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 * */

** Returns the smaller of two values.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}

/**
 * Returns the greater of two values.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}
y
public inline fun Uint.takeLowestOneBit(): Uint = toInt().takeLowestOneBit().toUint()/*
 * Rotates the binary representation of this [Uint] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * The number left by a negative bit count is the same as rotating it right by the negated bit count.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun Uint.rotateLeft(bitCount: Int): Uint = toInt().rotateLeft(bitCount).toUint()/*
 * Rotates the binary representation of this [Uint] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun Uint.rotateRight(bitCount: Int): Uint = toInt().rotateRight(bitCount).toUint()/*
 * Rotates the binary representation of this [Uint] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()/*
 * Counts the number of set bits that are zero in the binary representation of this [ULong] number.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()/*
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()/*
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the right side reenter the number as the least significant bits on the right side.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()/*
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()/*
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 */

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnl
y
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()/*
 * Counts the number of set bits in the binary representation of this [UByte] number.
 */
y
public inline fun UByte.countOneBits(): Int = toUInt().countOneBits() n */n ***/n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.
 */
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits() n */n ***/n * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number, 0 * or zero, if this number is zero.

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits() n */n ***/n * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number, 0 * or zero, if this number is zero.

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits() n */n ***/n * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number, 0 * or zero, if this number is zero.

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits() n */n ***/n * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number, 0 * or zero, if this number is zero.
Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
\[ \text{number.rotateLeft}(-n) == \text{number.rotateRight}(n) \]

Rotating by a multiple of \([\text{UShort.SIZE_BITS}]\) (16) returns the same number, or more generally:
\[ \text{number.rotateLeft}(n) == \text{number.rotateLeft}(n \mod \text{UShort.SIZE_BITS}) \]

Rotates the binary representation of this \([\text{UShort}]\) number right by the specified \([\text{bitCount}]\) number of bits.

The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
\[ \text{number.rotateRight}(-n) == \text{number.rotateLeft}(n) \]

Rotates by a multiple of \([\text{UShort.SIZE_BITS}]\) (16) returns the same number, or more generally:
\[ \text{number.rotateRight}(n) == \text{number.rotateRight}(n \mod \text{UShort.SIZEBITS}) \]

```
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \(n^\star\) from \([\text{start}]\) to \([\text{end}]\) in case of a positive \([\text{step}]\), or from \([\text{end}]\) to \([\text{start}]\) in case of a negative \(n^\star\) \([\text{step}]\).
 * \(n^\star\) No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * \(\text{step} \neq 0\) \(\text{or} \ (\text{step} < 0\) \text{and} \ (\text{start} \leq \text{end})\) \(\text{or} \ (\text{step} > 0\) \text{and} \ (\text{start} \geq \text{end})\).
 * @param start first element of the progression \(n^\star\)
 * @param end ending bound for the progression \(n^\star\)
 * @param step increment, or difference of successive elements in the progression \(n^\star\)
 * @return the final element of the progression \(n^\star\)
 * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```
/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \(n^\star\) from \([\text{start}]\) to \([\text{end}]\) in case of a positive \([\text{step}]\), or from \([\text{end}]\) to \([\text{start}]\) in case of a negative \(n^\star\) \([\text{step}]\).
 * \(n^\star\) No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * \(\text{step} \neq 0\) \(\text{or} \ (\text{step} < 0\) \text{and} \ (\text{start} \leq \text{end})\) \(\text{or} \ (\text{step} > 0\) \text{and} \ (\text{start} \geq \text{end})\).
 * @param start first element of the progression \(n^\star\)
 * @param end ending bound for the progression \(n^\star\)
 * @param step increment, or difference of successive elements in the progression \(n^\star\)
 * @return the final element of the progression \(n^\star\)
 * @suppress
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}
```

```
openfun UByte.toString(radix: Int): String = this.toInt().toString(radix)

openfun Short.toString(radix: Int): String = this.toInt().toString(radix)
```

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

openfun UseExperimental(ExperimentalUnsignedTypes::class) unpackage kotlin.internal

// (a - b) mod c
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

openfun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
   * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
   *
   * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
   *
   * number.rotateRight(-n) == number.rotateLeft(n)
   *
   * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally:
   * number.rotateRight(n) == number.rotateRight(n % 16)
   */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
```
fun String.toUShortOrNull(radix: Int): UShort? {
    val int = this.toUIntOrNull(radix) ?: return null
    return int.toUShort()
}
/*\n* @file:kotlin.jvm.JvmMultifileClass\n* @file:kotlin.jvm.JvmName("MathKt")\n* \n*/

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MathKt")

package kotlin.math

/**
 * Returns the angle 'theta' of the polar coordinates '(r, theta)' that correspond to the rectangular coordinates '(x, y)' by computing the arc tangent of the value of [y] / [x]; the returned value is an angle in the range from '-PI' to 'PI' radians.\n *\n * Special cases:\n * - atan2(0.0, 0.0) is 0.0\n * - atan2(0.0, x) is 0.0 for 'x > 0' and 'PI' for 'x < 0'\n * - atan2(-0.0, 0.0) is 0.0\n * - atan2(y, +Inf) is 0.0 for '0 < y < +Inf' and '-PI' for '-Inf < y < 0'\n * - atan2(y, -Inf) is 'PI' for '0 < y < +Inf' and '-PI' for '-Inf < y < 0'\n */
@SinceKotlin("1.2")
public expect fun atan2(y: Double, x: Double): Double

/**
 * Computes the inverse hyperbolic sine of the value [x]; the returned value is a value y such that sinh(y) == x.
 *\n * Special cases:\n * - asinh(NaN) is 'NaN'\n * - asinh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun asinh(x: Double): Double

/**
 * Computes the inverse hyperbolic cosine of the value [x]; the returned value is a value y such that cosh(y) == x.
 *\n * Special cases:\n * - acosh(NaN) is 'NaN'\n * - acosh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun acosh(x: Double): Double

/**
 * Computes the inverse hyperbolic tangent of the value [x]; the returned value is a value y such that tanh(y) == x.
 *\n * Special cases:\n * - atanh(NaN) is 'NaN'\n * - atanh(+1.0) is '+0.0'\n */
@SinceKotlin("1.2")
public expect fun atanh(x: Double): Double

/**
 * Computes the positive square root of the value [x]; the returned value is x if x >= 0, -x if x < 0.
 *\n * Special cases:\n * - sqrt(x) is 'NaN' when x < 0 or 'x' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun sqrt(x: Double): Double

/**
 * Computes Euler's number 'e' raised to the power of the value [x]; the returned value is 'e' to the power of x.
 *\n * Special cases:\n * - exp(NaN) is 'NaN'\n * - exp(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun exp(x: Double): Double

/**
 * Computes the sine of the angle [x] given in radians.\n * Special cases:\n * - 'sin(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/**
 * Computes the cosine of the angle [x] given in radians.\n * Special cases:\n * - 'cos(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/**
 * Computes the tangent of the angle [x] given in radians.\n * Special cases:\n * - 'tan(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/**
 * Computes the arc cosine of the value [x]; the returned value is an angle in the range from '-PI/2' to 'PI/2' radians.
 *\n * Special cases:\n * - acos(x) is 'NaN' when 'abs(x) > 1' or x is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/**
 * Computes the arc sine of the value [x]; the returned value is an angle in the range from '-PI/2' to 'PI/2' radians.
 *\n * Special cases:\n * - asin(x) is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/**
 * Computes the arc tangent of the value [x]; the returned value is an angle in the range from '0.0' to 'PI' radians.
 *\n * Special cases:\n * - atan(0.0, 0.0) is '0.0'\n * - atan(0.0, x) is '0.0' for 'x > 0' and 'PI' for 'x < 0'\n */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/**
 * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - sinh(NaN) is 'NaN'\n * - sinh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/**
 * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - cosh(NaN) is 'NaN'\n * - cosh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double

/**
 * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - tanh(NaN) is 'NaN'\n * - tanh(+Inf) is '+1.0'\n */
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns '+Inf' if any of arguments is infinite\n * - returns 'NaN' if any of arguments are 'NaN' and the other is not infinite\n */
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double

//\n// constants, can't use them from nativeMath as they are not constants there\n//\n/**
 * Ratio of the circumference of a circle to its diameter, approximately 3.14159.
 */
@SinceKotlin("1.2")
public const val PI: Double = 3.141592653589793

/**
 * Base of the natural logarithms, approximately 2.71828.
 */
@SinceKotlin("1.2")
public const val E: Double = 2.718281828459045

//\n// region===============
/**
 * Computes the sine of the angle [x] in radians.\n *\n * Special cases:\n * - 'sin(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun sin(x: Double): Double

/**
 * Computes the cosine of the angle [x] in radians.\n *\n * Special cases:\n * - 'cos(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun cos(x: Double): Double

/**
 * Computes the tangent of the angle [x] in radians.\n *\n * Special cases:\n * - 'tan(NaN)+Inf-Inf' is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun tan(x: Double): Double

/**
 * Computes the arc cosine of the value [x]; the returned value is an angle in the range from '-PI/2' to 'PI/2' radians.\n *\n * Special cases:\n * - acos(x) is 'NaN' when 'abs(x) > 1' or x is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun acos(x: Double): Double

/**
 * Computes the arc sine of the value [x]; the returned value is an angle in the range from '-PI/2' to 'PI/2' radians.\n *\n * Special cases:\n * - asin(x) is 'NaN'\n */
@SinceKotlin("1.2")
public expect fun asin(x: Double): Double

/**
 * Computes the arc tangent of the value [x]; the returned value is an angle in the range from '0.0' to 'PI' radians.\n *\n * Special cases:\n * - atan(0.0, 0.0) is '0.0'\n * - atan(0.0, x) is '0.0' for 'x > 0' and 'PI' for 'x < 0'\n */
@SinceKotlin("1.2")
public expect fun atan(x: Double): Double

/**
 * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - sinh(NaN) is 'NaN'\n * - sinh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun sinh(x: Double): Double

/**
 * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - cosh(NaN) is 'NaN'\n * - cosh(+Inf) is '+Inf'\n */
@SinceKotlin("1.2")
public expect fun cosh(x: Double): Double

/**
 * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - tanh(NaN) is 'NaN'\n * - tanh(+Inf) is '+1.0'\n */
@SinceKotlin("1.2")
public expect fun tanh(x: Double): Double

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns '+Inf' if any of arguments is infinite\n * - returns 'NaN' if any of arguments are 'NaN' and the other is not infinite\n */
@SinceKotlin("1.2")
public expect fun hypot(x: Double, y: Double): Double

//\n// package\n
Computes \( \exp(x) - 1 \).

This function can be implemented to produce more precise result for \( x \) near zero.

* Special cases:
  - \( \expm1(0) == 1.0 \)
  - \( \expm1(\pm\infty) == \pm\infty \)

Computes the logarithm of the value \( x \) to the given \( [b] \).

* Special cases:
  - \( \log(x, b) \) is \( \text{NaN} \) if either \( x \) or \( b \) are \( \text{NaN} \) or \( -\log(x, b) \) is \( \text{NaN} \) when \( x < 0 \) or \( b <= 0 \) or \( b == 1.0 \).
  - \( \log(1.0) == 0.0 \).

Special cases:
  - \( \expm1(\pm\infty) == \pm\infty \)
  - \( \expm1(\text{NaN}) == \text{NaN} \)

Computes the binary logarithm (base 2) of the value \( x \).

* Special cases:
  - \( \text{ceil}(x) \) is \( x \) where \( x \) is \( \text{NaN} \) or \( \pm\infty \) or already a mathematical integer.

* Returns the absolute value of the given value \( x \) to an integer towards positive infinity.

* Returns the smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.

* This function can be implemented to produce more precise result for \( x \) near zero.

* Special cases:
  - \( \text{ceil}(x) \) is \( x \) where \( x \) is \( \text{NaN} \) or \( \pm\infty \) or already a mathematical integer.

* Rounds the given value \( x \) to an integer towards positive infinity.

* Returns the largest double value that is smaller than or equal to the given value \( x \) and is a mathematical integer.

* Returns the closest integer with ties rounded towards even integer.

* Returns this value with the sign bit.
same as of the [sign] value.\n*\n* If [sign] is `NaN` the sign of the result is undefined.\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.withSign(sign: Double): Double\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n*\n* An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n* Special Cases:\n* - `NaN.ulp` is `+Inf`\n* - `-x.ulp` is `-x.ulp` when x is `+Inf` or `-Inf`\n* - `-0.0.ulp` is `Double.MIN_VALUE`\n*\n* @SinceKotlin("1.2")\npublic expect val Double.ulp: Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextUp(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextDown(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction towards the value [to].\n*\n* Special cases:\n* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n* - `-x.nextTowards(y)` is `NaN`\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextTowards(to: Double): Double\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Int].\n*\n* Ties are rounded towards positive infinity.\n*\n* Special cases:\n* - `x.roundToInt()` == Int.MAX_VALUE when `x > Int.MAX_VALUE`\n* - `x.roundToInt()` == Int.MIN_VALUE when `x < Int.MIN_VALUE`\n*\n* Rounds this [Double] value to the nearest integer and converts the result to [Long].\n* Ties are rounded towards positive infinity.\n*\n* Special cases:\n* - `x.roundToLong()` == Long.MAX_VALUE when `x > Long.MAX_VALUE`\n* - `x.roundToLong()` == Long.MIN_VALUE when `x < Long.MIN_VALUE`\n*\n* @throws IllegalArgumentException when this value is `NaN`\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.roundToInt(): Int\n\n/**\n * @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

// endregion

// region ================ Float Math

/** Computes the sine of the angle [x] given in radians.\n*\n* @param x the angle in radians\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.\n*\n* @param x the angle in radians\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.\n*\n* @param x the angle in radians\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x].\n*\n* Special cases:\n* - `-atan2(0.0, 0.0)` is `0.0`\n* - `-atan2(0.0, x)` is `0.0` when `x > 0` and `-PI` when `x < 0`\n* - `-atan2(-0.0, 0.0)` is `-0.0` when `x > 0` and `-PI` when `x < 0`\n* - `-atan2(y, +Inf)` is `0.0` when `y < 0`\n* - `-atan2(y, -Inf)` is `-PI` when `y < 0`\n* - `-atan2(y, 0.0)` is `-PI/2` when `y > 0` and `-PI/2` when `y < 0`\n* - `-atan2(+Inf, x)` is `-PI/2` when `x > 0`\n* - `-atan2(-Inf, x)` is `-PI/2` when `x < 0`\n*\n* @SinceKotlin("1.2")\npublic expect fun atan(x: Float): Float
\n/**\n * Computes the hyperbolic sine of the value [x].\n*\n* Special cases:\n* - `-sinh(NaN)` is `NaN`\n* - `-sinh(Inf)` is `-Inf`\n* - `-sinh(-Inf)` is `-Inf`\n*\n* @SinceKotlin("1.2")\npublic expect fun sinh(x: Float): Float\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n*\n* Special cases:\n* - `-cosh(NaN)` is `NaN`\n* - `-cosh(Inf)` is `+Inf`\n* - `-cosh(-Inf)` is `-Inf`\n*\n* @SinceKotlin("1.2")\npublic expect fun cosh(x: Float): Float\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n*\n* Special cases:\n* - `-tanh(NaN)` is `NaN`\n* - `-tanh(Inf)` is `-1.0`\n* - `-tanh(-Inf)` is `1.0`\n*/
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

// endregion

// region ================ Complex Math

/** Computes the modulus of the complex number [z].\n*\n* @param z the complex number\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun modulus(z: Complex): Float

/** Computes the argument of the complex number [z].\n*\n* @param z the complex number\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun argument(z: Complex): Float

/** Computes the real part of the complex number [z].\n*\n* @param z the complex number\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun real(z: Complex): Float

/** Computes the imaginary part of the complex number [z].\n*\n* @param z the complex number\n*\n* @throws IllegalArgumentException when this value is `NaN`\n */
@SinceKotlin("1.2")
public expect fun imaginary(z: Complex): Float

// endregion

// region ================ Accessor Method

/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextUp(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextDown(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction towards the value [to].\n*\n* Special cases:\n* - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n* - `-x.nextTowards(y)` is `NaN`\n*\n* @SinceKotlin("1.2")\npublic expect fun Double.nextTowards(to: Double): Double
inf)` is `-1.0`

```kotlin
/**
 * Computes the inverse hyperbolic sine of the value [x].\n * The returned value is positive `y` such that `\sinh(y) == x`.\n * Special cases:\n * - `\sinh(NaN)` is `NaN`\n * - `\sinh(\pm\infty)` is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/**
 * Computes the inverse hyperbolic cosine of the value [x].\n * The returned value is positive `y` such that `\cosh(y) == x`.\n * Special cases:\n * - `\cosh(NaN)` is `NaN`\n * - `\cosh(\pm\infty)` is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun acosh(x: Float): Float

/**
 * Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is `y` such that `tanh(y) == x`.\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `\tanh(\pm\infty)` is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun atanh(x: Float): Float

/**
 * Computes the positive square root of the value [x].\n * Special cases:\n * - `\sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float

/**
 * Computes Euler's number `e` raised to the power of the value [x].\n * Special cases:\n * - `exp(x)` is `expm1(x)` when `x` is `NaN` or `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun exp(x: Float): Float

/**
 * Computes the natural logarithm of the value [x].\n * Special cases:\n * - `ln(x)` is `ln1p(-1.0)` when `x > 0`\n * - `ln(x)` is `\pm\infty` when `x <= 0` or `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun ln(x: Float): Float

/**
 * Computes the common logarithm (base 10) of the value [x].\n * Special cases:\n * - `log10(x)` is `\pm\infty` when `x <= 0`\n * - `log10(x)` is `\pm\infty` when `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun log10(x: Float): Float

/**
 * Computes the binary logarithm (base 2) of the value [x].\n * Special cases:\n * - `log2(x)` is `\pm\infty` when `x <= 0`\n * - `log2(x)` is `\pm\infty` when `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun log2(x: Float): Float

/**
 * Computes the ceiling of the value [x].\n * Special cases:\n * - `ceil(x)` is `\pm\infty` when `x` is `NaN` or `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun ceil(x: Float): Float

/**
 * Computes the floor of the value [x].\n * Special cases:\n * - `floor(x)` is `\pm\infty` when `x` is `NaN` or `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun floor(x: Float): Float

/**
 * Returns the absolute value of the given value [x].\n * Special cases:\n * - `abs(x)` is `\pm\infty` when `x` is `NaN` or `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun abs(x: Float): Float

/**
 * Computes the maximum of the given values [x].\n * Special cases:\n * - `\max(x)` is `\pm\infty` when any of [x] is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun max(x: Float): Float

/**
 * Computes the minimum of the given values [x].\n * Special cases:\n * - `\min(x)` is `\pm\infty` when any of [x] is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun min(x: Float): Float

/**
 * Computes the power of the base [b] raised to the value [x].\n * Special cases:\n * - `\pow(x)` is `\pm\infty` when either `x` or `b` are `NaN`\n * - `\pow(x)` is `\pm\infty` when `x < 0` and `b <= 0`\n * - `\pow(x)` is `\pm\infty` when `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun pow(x: Float, b: Float): Float

/**
 * Computes the integer part of the value [x].\n * Special cases:\n * - `\rem(x)` is `\pm\infty` when `x` is `NaN`\n * - `\rem(x)` is `\pm\infty` when `x` is `\pm\infty`\n */
@SinceKotlin("1.2")
public expect fun rem(x: Float): Float

/**
 * Computes the remainder of the division of the value [x] by the divisor [y].\n * Special cases:\n * - `\mod(x, y)` is `\pm\infty` when `\mod(x, y)` is `\pm\infty`\n * - `\mod(x, y)` is `\pm\infty` when `x` is `NaN`\n */
@SinceKotlin("1.2")
public expect fun mod(x: Float, y: Float): Float
@SinceKotlin("1.2")
public expect fun abs(x: Float): Float

/**
 * Returns the value of the given value 
 * @see function
 */
@SinceKotlin("1.2")
public expect fun abs(n: Int): Int

/**
 * Returns the sign of the given value 
 * [x]:
 *   - `-1.0` if the value is negative
 *   - zero if the value is zero
 *   - `1.0` if the value is positive
 * Special cases:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect val Float.sign: Float

/**
 * Returns the absolute value of the
 * given value [n]:
 * @see function
 */
@SinceKotlin("1.2")
public expect fun abs(n: Long): Long

/**
 * Returns the sign of the given value 
 * [x]:
 *   - `-1` if the value is negative
 *   - `0` if the value is zero
 *   - `1` if the value is positive
 * Special cases:
 *   - `Long.MIN_VALUE.absolutelyValue` is `Long.MIN_VALUE`
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int

/**
 * Returns the smaller of two values.
 * @see function
 */
@SinceKotlin("1.2")
public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 * @see function
 */
@SinceKotlin("1.2")
public expect fun max(a: Int, b: Int): Int

// endregion

// region

/**
 * returns the smallest of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Float, b: Float): Float

/**
 * Returns the greater of two
 * values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Float, b: Float): Float

/**
 * Returns the sign of the given value 
 * [x]:
 *   - `-1.0` if the value is negative
 *   - zero if the value is zero
 *   - `1.0` if the value is positive
 * Special cases:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
public expect val Float.sign: Float

/**
 * Returns the absolute value of the
 * given value [n]:
 * @see function
 */
@SinceKotlin("1.2")
public expect fun abs(n: Long): Long

/**
 * Returns the sign of the given value 
 * [x]:
 *   - `-1` if the value is negative
 *   - `0` if the value is zero
 *   - `1` if the value is positive
 * Special cases:
 *   - `Long.MIN_VALUE.absolutelyValue` is `Long.MIN_VALUE`
 */
@SinceKotlin("1.2")
public expect val Long.sign: Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2")
public expect fun min(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2")
public expect fun max(a: Long, b: Long): Long

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1.2824.1 Available under license:

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1.2825 flagged-respawn 1.0.1 1.0.1

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    <artifactId>jheaps</artifactId>
    <version>0.9</version>
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    <name>JHeaps</name>
    <description>A free, production-ready, efficient Java library containing a collection of heap data-structures.</description>
    <url>http://www.jheaps.org</url>

    <licenses>
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</build>
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</profiles>
<build>
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</build>
1.2830 async 0.9.2 0.9.2
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1.2836 metadata-extractor 2.13.0

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1.2841 base64-arraybuffer 0.1.5 0.1.5
1.2841.1 Available under license :
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1.2842 oas-validator 5.0.5 5.0.5
1.2842.1 Available under license :
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1.2843 llvm 6.0-1ubuntu2~16.04.1
1.2843.1 Available under license:

```plaintext
; RUN: llc < %s -mtriple=s390x-linux-gnu -mcpu=zEC12 -verify-machineinstrs | FileCheck %s
 ;
 ; Test that early if conversion produces LOCR with operands of the right ; register classes.

define void @autogen_SD4739(i8*) {
    ; CHECK-NOT: Expected a GR32Bit register, but got a GRX32Bit register
    BB:
    %L34 = load i8, i8* %0
    %Cmp56 = icmp sgt i8 undef, %L34
    br label %CF246
    CF246:                                            ; preds = %CF246, %BB
    %S1163 = select i1 %Cmp56, i8 %L34, i8 undef
    br i1 undef, label %CF246, label %CF248
    CF248:                                            ; preds = %CF248, %CF246
    store i8 %S1163, i8* %0
    br label %CF248
```

Open Source Used In DNAC Platform Guardian 13245
This file primarily contains tests for specific places in X86ISelLowering.cpp that needed to be made aware of the legalizer not allowing 512-bit vectors due to prefer-256-bit even though AVX512 is enabled.

define void @add256(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: add256:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
  ; CHECK-NEXT:  vmovdqa 32(%rdi), %ymm1
  ; CHECK-NEXT:  vpadd (%rsi), %ymm0, %ymm0
  ; CHECK-NEXT:  vpadd 32(%rsi), %ymm1, %ymm1
  ; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
  ; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <16 x i32>, <16 x i32>* %a
  %e = load <16 x i32>, <16 x i32>* %b
  %f = add <16 x i32> %d, %e
  store <16 x i32> %f, <16 x i32>* %c
  ret void
}

define void @add512(<16 x i32>* %a, <16 x i32>* %b, <16 x i32>* %c) "min-legal-vector-width"="512" {
  ; CHECK-LABEL: add512:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
  ; CHECK-NEXT:  vpadd (%rsi), %zmm0, %zmm0
  ; CHECK-NEXT:  vmovdqa64 %zmm0, (%rdx)
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <16 x i32>, <16 x i32>* %a
  %e = load <16 x i32>, <16 x i32>* %b
  %f = add <16 x i32> %d, %e
  store <16 x i32> %f, <16 x i32>* %c
  ret void
}

define void @avg_v64i8_256(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="256" {
  ; CHECK-LABEL: avg_v64i8_256:
  ; CHECK:       # %bb.0:
  ; CHECK-NEXT:  vmovdqa (%rsi), %ymm0
  ; CHECK-NEXT:  vmovdqa 32(%rsi), %ymm1
  ; CHECK-NEXT:  vpavgb (%rdi), %ymm0, %ymm0
  ; CHECK-NEXT:  vpavgb 32(%rdi), %ymm1, %ymm1
  ; CHECK-NEXT:  vmovdqa %ymm1, (%rdx)
  ; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
  ; CHECK-NEXT:  vzeroupper
  ; CHECK-NEXT:  retq
  %d = load <64 x i8>, <64 x i8>* %a
  %e = load <64 x i8>, <64 x i8>* %b
  %f = add <64 x i8> %d, %e
  store <64 x i8> %f, <64 x i8>* %c
  ret void
}
define void @avg_v64i8_512(<64 x i8>* %a, <64 x i8>* %b) "min-legal-vector-width"="512" {
; CHECK-LABEL: avg_v64i8_512:
; CHECK:       # %bb.0:
; CHECK-NEXT:  vmovdqa64 (%rsi), %zmm0
; CHECK-NEXT:  vpavgb (%rdi), %zmm0, %zmm0
; CHECK-NEXT:  vmovdqu64 %zmm0, (%rax)
; CHECK-NEXT:  vzeroupper
; CHECK-NEXT:  retq
%1 = load <64 x i8>, <64 x i8>* %a
%2 = load <64 x i8>, <64 x i8>* %b
%3 = zext <64 x i8> %1 to <64 x i32>
%4 = zext <64 x i8> %2 to <64 x i32>
%5 = add nuw nsw <64 x i32> %3, %4
%6 = add nuw nsw <64 x i32> %5, %4
%7 = lshr <64 x i32> %6, %7 to <64 x i8>
store <64 x i8> %8, <64 x i8>* undef, align 4
ret void
}
define void @pmaddwd_32_256(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="256" {  
; CHECK-LABEL: pmaddwd_32_256:  
; CHECK:    # %bb.0:  
; CHECK-NEXT: vmovdqa (%rdi), %ymm0  
; CHECK-NEXT: vmovdqa32(%rdi), %ymm1  
; CHECK-NEXT: vpmaddwd(%rsi), %ymm0, %ymm0  
; CHECK-NEXT: vpmaddwd32(%rsi), %ymm1, %ymm1  
; CHECK-NEXT: vmovdqa %ymm1, 32(%rdx)  
; CHECK-NEXT: vmovdqa %ymm0, (rdx)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%A = load <32 x i16>, <32 x i16>* %APtr  
%B = load <32 x i16>, <32 x i16>* %BPtr  
%a = sext <32 x i16> %A to <32 x i32>  
%b = sext <32 x i16> %B to <32 x i32>  
%m = mul nsw <32 x i32> %a, %b  
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>  
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>  
%ret = add <16 x i32> %odd, %even  
store <16 x i32> %ret, <16 x i32>* %CPtr  
ret void  
}  

define void @pmaddwd_32_512(<32 x i16>* %APtr, <32 x i16>* %BPtr, <16 x i32>* %CPtr) "min-legal-vector-width"="512" {  
; CHECK-LABEL: pmaddwd_32_512:  
; CHECK:    # %bb.0:  
; CHECK-NEXT: vmovdqa64 (%rdi), %zmm0  
; CHECK-NEXT: vpmaddwd64(%rsi), %zmm0, %zmm0  
; CHECK-NEXT: vmovdqa64 %zmm0, (rdx)  
; CHECK-NEXT: vzeroupper  
; CHECK-NEXT: retq  
%A = load <32 x i16>, <32 x i16>* %APtr  
%B = load <32 x i16>, <32 x i16>* %BPtr  
%a = sext <32 x i16> %A to <32 x i32>  
%b = sext <32 x i16> %B to <32 x i32>  
%m = mul nsw <32 x i32> %a, %b  
%odd = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 0, i32 2, i32 4, i32 6, i32 8, i32 10, i32 12, i32 14, i32 16, i32 18, i32 20, i32 22, i32 24, i32 26, i32 28, i32 30>  
%even = shufflevector <32 x i32> %m, <32 x i32> undef, <16 x i32> <i32 1, i32 3, i32 5, i32 7, i32 9, i32 11, i32 13, i32 15, i32 17, i32 19, i32 21, i32 23, i32 25, i32 27, i32 29, i32 31>  
%ret = add <16 x i32> %odd, %even  
store <16 x i32> %ret, <16 x i32>* %CPtr  
ret void
define void @psubus_64i8_max_256(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: psubus_64i8_max_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vmovdqa (%rdi), %ymm0
    ; CHECK-NEXT:  vmovdqa32 (%rdi), %ymm1
    ; CHECK-NEXT:  vpsubusb (%rsi), %ymmm0, %ymm0
    ; CHECK-NEXT:  vpsubusb32(%rsi), %ymmm1, %ymm1
    ; CHECK-NEXT:  vmovdqa %ymm1, 32(%rdx)
    ; CHECK-NEXT:  vmovdqa %ymm0, (%rdx)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define void @psubus_64i8_max_512(<64 x i8>* %xptr, <64 x i8>* %yptr, <64 x i8>* %zptr) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: psubus_64i8_max_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vmovdqa64 (%rdi), %zmm0
    ; CHECK-NEXT:  vpsubusb (%rsi), %zmm0, %zmm0
    ; CHECK-NEXT:  vmovdqa64 %zmm0, (%rdx)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
    %x = load <64 x i8>, <64 x i8>* %xptr
    %y = load <64 x i8>, <64 x i8>* %yptr
    %cmp = icmp ult <64 x i8> %x, %y
    %max = select <64 x i1> %cmp, <64 x i8> %y, <64 x i8> %x
    %res = sub <64 x i8> %max, %y
    store <64 x i8> %res, <64 x i8>* %zptr
    ret void
}

define i32 @_Z9test_charPcS_i_256(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: _Z9test_charPcS_i_256:
    ; CHECK:       # %bb.0: # %entry
    ; CHECK-NEXT:  movl %edx, %eax
    ; CHECK-NEXT:  vpxor %xmm0, %xmm0, %xmm0
    ; CHECK-NEXT:  xorl %ecx, %ecx
    ;
entry:
%3 = zext i32 %2 to i64
br label %vector.body

vector.body:

%index = phi i64 [ %index.next, %vector.body ], [ 0, %entry ]
%vec.phi = phi <32 x i32> [ %11, %vector.body ], [ zeroinitializer, %entry ]
%4 = getelementptr inbounds i8, i8* %0, i64 %index
%5 = bitcast i8* %4 to <32 x i8>*
%wide.load = load <32 x i8>, <32 x i8>* %5, align 1
%6 = sext <32 x i8> to <32 x i32>
%7 = getelementptr inbounds i8, i8* %1, i64 %index
%8 = bitcast i8* %7 to <32 x i8>*
%wide.load14 = load <32 x i8>, <32 x i8>* %8, align 1
%9 = sext <32 x i8> to <32 x i32>
%10 = mul nsw <32 x i32> %9, %6
%11 = add nsw <32 x i32> %10, %vec.phi
%index.next = add i64 %index, 32
%12 = icmp eq i64 %index.next, %3
middle.block:

%rdx.shuf1 = shufflevector <32 x i32> %11, <32 x i32> undef, <32 x i32> <i32 16, i32 17, i32 18, i32 19, i32 20,
i32 21, i32 22, i32 23, i32 24, i32 25, i32 26, i32 27, i32 28, i32 29, i32 30, i32 31, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef>

%bin.rdx1 = add <32 x i32> %11, %rdx.shuf1

%rdx.shuf = shufflevector <32 x i32> %bin.rdx1, <32 x i32> undef, <32 x i32> <i32 8, i32 9, i32 10, i32 11, i32
12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>

%bin.rdx = add <32 x i32> %bin.rdx1, %rdx.shuf

%rdx.shuf15 = shufflevector <32 x i32> %bin.rdx, <32 x i32> undef, <32 x i32> <i32 4, i32 5, i32 6, i32 7, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>

%bin.rdx32 = add <32 x i32> %bin.rdx, %rdx.shuf15

%rdx.shuf17 = shufflevector <32 x i32> %bin.rdx32, <32 x i32> undef, <32 x i32> <i32 2, i32 3, i32 undef, i32
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>

%bin.rdx18 = add <32 x i32> %bin.rdx32, %rdx.shuf17

%rdx.shuf19 = shufflevector <32 x i32> %bin.rdx18, <32 x i32> undef, <32 x i32> <i32 1, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef,
i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>

%bin.rdx20 = add <32 x i32> %bin.rdx18, %rdx.shuf19

%13 = extractelement <32 x i32> %bin.rdx20, i32 0

ret i32 %13
}

define i32 @_Z9test_charPcS_i_512(i8* nocapture readonly, i8* nocapture readonly, i32) "min-legal-vector-width"="512" {
; CHECK-LABEL: _Z9test_charPcS_i_512:
; CHECK:     # %bb.0: # %entry
; CHECK-NEXT: movl %edx, %eax
; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
; CHECK-NEXT: xorl %ecx, %ecx
; CHECK-NEXT: vpxor %xmm1, %xmm1, %xmm1
; CHECK-NEXT: .p2align 4, 0x90
; CHECK-NEXT: .LBB9_1: # %vector.body
; CHECK-NEXT:     # =>This Inner Loop Header: Depth=1
; CHECK-NEXT:     vpmovssbw (%rdi,%rcx), %zmm2
; CHECK-NEXT:     vpmovssbw (%rsi,%rcx), %zmm3
; CHECK-NEXT:     vpmaddwd %zmm2, %zmm2, %zmm3
; CHECK-NEXT:     vpaddd %zmm1, %zmm2, %zmm1
; CHECK-NEXT:     addq $32, %rcx

...
undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 unde
vector.body:
%index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
%vec.phi = phi i64 [ 16 x i32 > [ zeroinitializer, %entry ], [ %10, %vector.body ]
%0 = getelementptr inbounds [1024 x i8], [1024 x i8] @a, i64 0, i64 %index
%1 = bitcast i8* %0 to <16 x i8>*
%wide.load = load <16 x i8>, <16 x i8>* %1, align 4
%2 = zext <16 x i8> %wide.load to <16 x i32>
%3 = getelementptr inbounds [1024 x i8], [1024 x i8] @b, i64 0, i64 %index
%4 = bitcast i8* %3 to <16 x i8>*
%wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
%5 = zext <16 x i8> %wide.load1 to <16 x i32>
%6 = sub nsw <16 x i32> %2, %5
%7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
%8 = sub nsw <16 x i32> zeroinitializer, %6
%9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
%10 = add nsw <16 x i32> %9, %vec.phi
%index.next = add i64 %index, 4
%11 = icmp eq i64 %index.next, 1024
br i1 %11, label %middle.block, label %vector.body
middle.block:
%.lcssa = phi <16 x i32> [ %10, %vector.body ]
%rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %.lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}

define i32 @sad_16i8_512() "min-legal-vector-width"="512" {
 ; CHECK-LABEL: sad_16i8_512:
 ; CHECK:      # %bb.0: # %entry
 ; CHECK-NEXT: vpxor %xmm0, %xmm0, %xmm0
 ; CHECK-NEXT: movq $-1024, %rax # imm = 0xFC00
vector.body:
  %index = phi i64 [ 0, %entry ], [ %index.next, %vector.body ]
  %vec.phi = phi <16 x i32> [ zeroinitializer, %entry ], [ %10, %vector.body ]
  %0 = getelementptr inbounds [1024 x i8], [1024 x i8]* @a, i64 0, i64 %index
  %1 = bitcast i8* %0 to <16 x i8>*
  %wide.load = load <16 x i8>, <16 x i8>* %1, align 4
  %2 = zext <16 x i8> %wide.load to <16 x i32>
  %3 = getelementptr inbounds [1024 x i8], [1024 x i8]* @b, i64 0, i64 %index
  %4 = bitcast i8* %3 to <16 x i8>*
  %wide.load1 = load <16 x i8>, <16 x i8>* %4, align 4
  %5 = zext <16 x i8> %wide.load1 to <16 x i32>
  %6 = sub nsw <16 x i32> %2, %5
  %7 = icmp sgt <16 x i32> %6, <i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1, i32 -1>
  %8 = sub nsw <16 x i32> zeroinitializer, %6
  %9 = select <16 x i1> %7, <16 x i32> %6, <16 x i32> %8
  %10 = add nsw <16 x i32> %9, %vec.phi
  %index.next = add i64 %index, 4
  %11 = icmp eq i64 %index.next, 1024

middle.block:
  %.lcssa = phi <16 x i32> [ %10, %vector.body ]
  %rdx.shuf = shufflevector <16 x i32> %.lcssa, <16 x i32> undef, <16 x i32> <i32 8, i32 9, i32 10, i32 11, i32 12, i32 13, i32 14, i32 15, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx = add <16 x i32> %lcssa, %rdx.shuf
%rdx.shuf2 = shufflevector <16 x i32> %bin.rdx, <16 x i32> undef, <16 x i32> <i32 4, i32 5, i32 6, i32 7, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx2 = add <16 x i32> %bin.rdx, %rdx.shuf2
%rdx.shuf3 = shufflevector <16 x i32> %bin.rdx2, <16 x i32> undef, <16 x i32> <i32 2, i32 3, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx3 = add <16 x i32> %bin.rdx2, %rdx.shuf3
%rdx.shuf4 = shufflevector <16 x i32> %bin.rdx3, <16 x i32> undef, <16 x i32> <i32 1, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef, i32 undef>
%bin.rdx4 = add <16 x i32> %bin.rdx3, %rdx.shuf4
%12 = extractelement <16 x i32> %bin.rdx4, i32 0
ret i32 %12
}

define void @sbtom32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sbtom32_256:
    ; CHECK:      # %bb.0:
    ; CHECK-NEXT: vmovw2m %ymm0, %k0
    ; CHECK-NEXT: kshiftrw $8, %k0, %k1
    ; CHECK-NEXT: vmovm2d %k1, %ymo0
    ; CHECK-NEXT: vcvtdq2ps %ymo0, %ymo0
    ; CHECK-NEXT: vmovm2d %k0, %ymo1
    ; CHECK-NEXT: vcvtdq2ps %ymo1, %ymo1
    ; CHECK-NEXT: vmovaps %ymo1, (%rdi)
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq
    %mask = icmp slt <16 x i16> %a, zeroinitialize
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}

define void @sbtom32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: sbtom32_512:
    ; CHECK:      # %bb.0:
    ; CHECK-NEXT: vmovw2m %ymm0, %k0
    ; CHECK-NEXT: kshiftrw $8, %k0, %k1
    ; CHECK-NEXT: vmovm2d %k1, %zmo0
    ; CHECK-NEXT: vcvtdq2ps %zmo0, %zmo0
    ; CHECK-NEXT: vmovm2d %k0, %zmo1
    ; CHECK-NEXT: vcvtdq2ps %zmo1, %zmo1
    ; CHECK-NEXT: vmovaps %zmo1, (%rdi)
    ; CHECK-NEXT: vzeroupper
    ; CHECK-NEXT: retq
    %mask = icmp slt <16 x i16> %a, zeroinitialize
    %1 = sitofp <16 x i1> %mask to <16 x float>
    store <16 x float> %1, <16 x float>* %res
    ret void
}
define void @sbto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: sbto16f64_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:  kshiftrw $8, %k0, %k1
    ; CHECK-NEXT:  vpmovm2d %k1, %ymmm0
    ; CHECK-NEXT:  vcvtqd2pd %xmm0, %ymmm1
    ; CHECK-NEXT:  vextacti128 $1, %ymmm0, %xmm0
    ; CHECK-NEXT:  vcvtqd2pd %xmm0, %ymmm0
    ; CHECK-NEXT:  vpmovm2d %k0, %ymmm2
    ; CHECK-NEXT:  vcvtqd2pd %xmm2, %ymmm3
    ; CHECK-NEXT:  vextacti128 $1, %ymmm2, %xmm2
    ; CHECK-NEXT:  vcvtqd2pd %xmm2, %ymmm2
    ; CHECK-NEXT:  vmovaps %ymmm2, 32(%rdi)
    ; CHECK-NEXT:  vmovaps %ymmm1, 64(%rdi)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %l = sitofp <16 x i1> %mask to <16 x double>
    store <16 x double> %l, <16 x double>* %res
    ret void
}

define void @sbto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: sbto16f64_512:
    ; CHECK-NEXT:  vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:  vpmovm2d %k0, %zmm0
    ; CHECK-NEXT:  vcvtqd2pd %xmm0, %zmm1
    ; CHECK-NEXT:  vextacti64x4 $1, %zmm0, %yymm0
    ; CHECK-NEXT:  vcvtqd2pd %xmm0, %zmm0
    ; CHECK-NEXT:  vmovaps %zmm0, 64(%rdi)
    ; CHECK-NEXT:  vmovaps %zmm1, (%rdi)
    ; CHECK-NEXT:  vzeroupper
    ; CHECK-NEXT:  retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %l = sitofp <16 x i1> %mask to <16 x double>
    store <16 x double> %l, <16 x double>* %res
    ret void
}

define void @ubto16f32_256(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: ubto16f32_256:

define void @ubto16f32_512(<16 x i16> %a, <16 x float>* %res) "min-legal-vector-width"="512" {  
  ; CHECK-LABEL: ubto16f32_512:  
  ; CHECK:       # %bb.0:  
  ; CHECK-NEXT:  vpmovw2m %ymm0, %k0  
  ; CHECK-NEXT:  kshiftrw $8, %k0, %k1  
  ; CHECK-NEXT:  vpmovm2d %k1, %ymm0  
  ; CHECK-NEXT:  vpsrld $31, %ymm0, %ymm0  
  ; CHECK-NEXT:  vcvtdq2ps %ymm0, %ymm0  
  ; CHECK-NEXT:  vpmovm2d %k0, %ymm1  
  ; CHECK-NEXT:  vpsrld $31, %ymm1, %ymm1  
  ; CHECK-NEXT:  vcvtdq2ps %ymm1, %ymm1  
  ; CHECK-NEXT:  vmovaps %ymm1, (%rdi)  
  ; CHECK-NEXT:  vmovaps %ymm0, 32(%rdi)  
  ; CHECK-NEXT:  vzeroupper  
  ; CHECK-NEXT:  retq  
  %mask = icmp slt <16 x i16> %a, zeroinitializer  
  %1 = uitofp <16 x i1> %mask to <16 x float>  
  store <16 x float> %1, <16 x float>* %res  
  ret void  
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {  
  ; CHECK-LABEL: ubto16f64_256:  
  ; CHECK:       # %bb.0:  
  ; CHECK-NEXT:  vpmovw2m %ymm0, %k0  
  ; CHECK-NEXT:  kshiftrw $8, %k0, %k1  
  ; CHECK-NEXT:  vpmovm2d %k1, %zmm0  
  ; CHECK-NEXT:  vpsrld $31, %zmm0, %zmm0  
  ; CHECK-NEXT:  vcvtdq2ps %zmm0, %zmm0  
  ; CHECK-NEXT:  vpmovm2d %k0, %zmm1  
  ; CHECK-NEXT:  vpsrld $31, %zmm1, %zmm1  
  ; CHECK-NEXT:  vextracti128 $1, %zmm0, %xmm0  
  ; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm1  
  ; CHECK-NEXT:  vmovaps %zmm1, (%rdi)  
  ; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm2  
  ; CHECK-NEXT:  vmovaps %zmm0, 32(%rdi)  
  ; CHECK-NEXT:  vzeroupper  
  ; CHECK-NEXT:  retq  
  %mask = icmp slt <16 x i16> %a, zeroinitializer  
  %1 = uitofp <16 x i1> %mask to <16 x float>  
  store <16 x float> %1, <16 x float>* %res  
  ret void  
}

define void @ubto16f64_256(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="256" {  
  ; CHECK-LABEL: ubto16f64_256:  
  ; CHECK:       # %bb.0:  
  ; CHECK-NEXT:  vpmovw2m %ymm0, %k0  
  ; CHECK-NEXT:  kshiftrw $8, %k0, %k1  
  ; CHECK-NEXT:  vpmovm2d %k1, %ymm0  
  ; CHECK-NEXT:  vpsrld $31, %ymm0, %ymm0  
  ; CHECK-NEXT:  vcvtdq2pd %xmm0, %ymm0  
  ; CHECK-NEXT:  vpmovm2d %k0, %ymm2  
  ; CHECK-NEXT:  vpsrld $31, %ymm2, %ymm2  
  ; CHECK-NEXT:  vcvtdq2pd %xmm2, %ymm3  
  ; CHECK-NEXT:  vzeroupper  
  ; CHECK-NEXT:  retq  
  %mask = icmp slt <16 x i16> %a, zeroinitializer  
  %1 = uitofp <16 x i1> %mask to <16 x float>  
  store <16 x float> %1, <16 x float>* %res  
  ret void  
}
define void @ubto16f64_512(<16 x i16> %a, <16 x double>* %res) "min-legal-vector-width"="512" {
    ; CHECK-LABEL: ubto16f64_512:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vpmovw2m %ymm0, %k0
    ; CHECK-NEXT:    vpmovm2d %k0, %zmm0
    ; CHECK-NEXT:    vpsrld $31, %zmm0, %zmm0
    ; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm1
    ; CHECK-NEXT:    vextracti64x4 $1, %zmm0, %ymm0
    ; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
    ; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
    ; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %mask = icmp slt <16 x i16> %a, zeroinitializer
    %1 = uitofp <16 x i1> %mask to <16 x double>
    store <16 x double> %1, <16 x double>* %res
    ret void
}

define <16 x i16> @test_16f32toub_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
    ; CHECK-LABEL: test_16f32toub_256:
    ; CHECK:       # %bb.0:
    ; CHECK-NEXT:    vcvttps2dq (%rdi), %ymm1
    ; CHECK-NEXT:    vpslld $31, %ymm1, %ymm1
    ; CHECK-NEXT:    vcvtqdq2pd %ymm0, %zmm0
    ; CHECK-NEXT:    vcvtisdq %zmm0, %zmm1
    ; CHECK-NEXT:    vcvtdq2pd %ymm0, %zmm0
    ; CHECK-NEXT:    vmovaps %zmm0, 64(%rdi)
    ; CHECK-NEXT:    vmovaps %zmm1, (%rdi)
    ; CHECK-NEXT:    vzeroupper
    ; CHECK-NEXT:    retq
    %a = load <16 x float>, <16 x float>* %ptr
    %mask = fptoui <16 x float> %a to <16 x i1>
    ; CHECK-NEXT:    retq
}
define <16 x i16> @test_16f32toub_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32toub_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vcvtpps2dq (%rdi), %zmm1
; CHECK-NEXT: vpssld $31, %zmm1, %zmm1
; CHECK-NEXT: vpmovd2m %zmm1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fpftoi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_256(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="256" {
; CHECK-LABEL: test_16f32tosb_256:
; CHECK: # %bb.0:
; CHECK-NEXT: vcvtpps2dq (%rdi), %ymm1
; CHECK-NEXT: vpmovd2m %ymm1, %k0
; CHECK-NEXT: vcvtpps2dq 32(%rdi), %ymm1
; CHECK-NEXT: vpmovd2m %ymm1, %k1
; CHECK-NEXT: kunpckbw %k0, %k1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fpftosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}

define <16 x i16> @test_16f32tosb_512(<16 x float>* %ptr, <16 x i16> %passthru) "min-legal-vector-width"="512" {
; CHECK-LABEL: test_16f32tosb_512:
; CHECK: # %bb.0:
; CHECK-NEXT: vcvtpps2dq (%rdi), %zmm1
; CHECK-NEXT: vpmovd2m %zmm1, %k1
; CHECK-NEXT: vmovdqu16 %ymm0, %ymm0 {%k1} {z}
; CHECK-NEXT: retq
%a = load <16 x float>, <16 x float>* %ptr
%mask = fpftosi <16 x float> %a to <16 x i1>
%select = select <16 x i1> %mask, <16 x i16> %passthru, <16 x i16> zeroinitializer
ret <16 x i16> %select
}
define void @mul512(<64 x i8>* %a, <64 x i8>* %b, <64 x i8>* %c) "min-legal-vector-width"="512" {
    %d = load <64 x i8>, <64 x i8>* %a
    %e = load <64 x i8>, <64 x i8>* %b
    %f = mul <64 x i8> %d, %e
    store <64 x i8> %f, <64 x i8>* %c
    ret void
}
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; NOTE: Assertions have been autogenerated by utils/update_analyze_test_checks.py
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx2 | FileCheck %s --check-prefixes=CHECK,VEC256,AVX
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,+prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512,SKX256
; RUN: opt < %s -cost-model -analyze -mtriple=x86_64-apple-macosx10.8.0 -mattr=+avx512vl,+avx512bw,+avx512dq,-prefer-256-bit | FileCheck %s --check-prefixes=CHECK,VEC512

define void @zext256() "min-legal-vector-width"="256" {
 ; VEC256-LABEL: `zext256'
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
define void @zext512() "min-legal-vector-width"="512" {
  ; AVX-LABEL: 'zext512'
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
  ;
  ; SKX256-LABEL: 'zext512'
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
  
  ret void
}
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'zext512'
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %A = zext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = zext <8 x i32> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = zext <16 x i8> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = zext <16 x i16> undef to <16 x i32>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = zext <32 x i8> undef to <32 x i16>
; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
%A = zext <8 x i16> undef to <8 x i64>
%B = zext <8 x i32> undef to <8 x i64>
%C = zext <16 x i8> undef to <16 x i32>
%D = zext <16 x i16> undef to <16 x i32>
%E = zext <32 x i8> undef to <32 x i16>
ret void
}

define void @sext256() "min-legal-vector-width"="256" {
 ; VEC256-LABEL: 'sext256'
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
 ; VEC256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
;
; VEC512-LABEL: 'sext256'
; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
define void @sext512() "min-legal-vector-width"="512" {
  ; AVX-LABEL: 'sext512'
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 7 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 4 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 3 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; AVX-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
  ;
  ; SKX256-LABEL: 'sext512'
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; SKX256-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
  ;
  ; VEC512-LABEL: 'sext512'
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 24 for instruction: %A = sext <8 x i8> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %B = sext <8 x i16> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %C = sext <8 x i32> undef to <8 x i64>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %D = sext <16 x i8> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %E = sext <16 x i16> undef to <16 x i32>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 1 for instruction: %F = sext <32 x i8> undef to <32 x i16>
  ; VEC512-NEXT: Cost Model: Found an estimated cost of 0 for instruction: ret void
}

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*/

; RUN: llc -march=hexagon < %s
; REQUIRES: asserts

; The two loads based on %struct.0, loading two different data types
; cause LSR to assume type "void" for the memory type. This would then
; cause an assert in isLegalAddressingMode. Make sure we no longer crash.

target triple = "hexagon"

%struct.0 = type { i8*, i8, %union.anon.0 }
%union.anon.0 = type { i8* }

define hidden fastcc void @fred() unnamed_addr #0 {
entry:
  br i1 undef, label %while.end, label %while.body.lr.ph

while.body.lr.ph:
  ; preds = %entry
  br label %while.body

while.body:
  ; preds = %exit.2, %while.body.lr.ph
  %lsr.iv = phi %struct.0* [ %cgep22, %exit.2 ], [ undef, %while.body.lr.ph ]
  switch i32 undef, label %exit [i32 1, label %sw.bb.i, i32 2, label %sw.bb3.i]
sw.bb.i: ; preds = %while.body
    unreachable

sw.bb3.i: ; preds = %while.body
    unreachable

exit: ; preds = %while.body
switch i32 undef, label %exit.2 [
    i32 1, label %sw.bb.i17
    i32 2, label %sw.bb3.i20
]

sw.bb.i17: ; preds = %exit
    %0 = bitcast %struct.0* %lsr.iv to i32*
    %1 = load i32, i32* %0, align 4
    unreachable

sw.bb3.i20: ; preds = %exit
    %2 = bitcast %struct.0* %lsr.iv to i8**
    %3 = load i8*, i8** %2, align 4
    unreachable

exit.2: ; preds = %exit
    %cgep22 = getelementptr %struct.0, %struct.0* %lsr.iv, i32 1
    br label %while.body

while.end: ; preds = %entry
    ret void
]

attributes #0 = { nounwind optsize "target-cpu"="hexagonv55" }
; RUN: llc -mtriple=aarch64-apple-ios %s -o - | FileCheck %s

define <16 x double> @test_sitofp_fixed(<16 x i32> %in) {
    ; CHECK-LABEL: test_sitofp_fixed:
        ; First, extend each i32 to i64
        ; CHECK-DAG: sshll2.2d [[BLOCK0_HI:v[0-9]+]], v0, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK1_HI:v[0-9]+]], v1, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK2_HI:v[0-9]+]], v2, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK3_HI:v[0-9]+]], v3, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK0_LO:v[0-9]+]], v0, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK1_LO:v[0-9]+]], v1, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK2_LO:v[0-9]+]], v2, #0
        ; CHECK-DAG: sshll2.2d [[BLOCK3_LO:v[0-9]+]], v3, #0

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; Next, convert each to double.
; CHECK-DAG: scvtf.2d v0, [[BLOCK0_LO]]
; CHECK-DAG: scvtf.2d v1, [[BLOCK0_HI]]
; CHECK-DAG: scvtf.2d v2, [[BLOCK1_LO]]
; CHECK-DAG: scvtf.2d v3, [[BLOCK1_HI]]
; CHECK-DAG: scvtf.2d v4, [[BLOCK2_LO]]
; CHECK-DAG: scvtf.2d v5, [[BLOCK2_HI]]
; CHECK-DAG: scvtf.2d v6, [[BLOCK3_LO]]
; CHECK-DAG: scvtf.2d v7, [[BLOCK3_HI]]

; CHECK: ret
%flt = sitofp <16 x i32> %in to <16 x double>
%res = fdiv <16 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <16 x double> %res
}

; This one is small enough to satisfy isSimple, but still illegally large.
define <4 x double> @test_sitofp_fixed_shortish(<4 x i64> %in) {
; CHECK-LABEL: test_sitofp_fixed_shortish:

; CHECK-DAG: scvtf.2d v0, v0
; CHECK-DAG: scvtf.2d v1, v1

; CHECK: ret
%flt = sitofp <4 x i64> %in to <4 x double>
%res = fdiv <4 x double> %flt, <double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0, double 64.0>
ret <4 x double> %res
}

; RUN: opt %s -inline -S | FileCheck %s

define internal void @innerSmall() "min-legal-vector-width"="128" {
ret void
}

define internal void @innerLarge() "min-legal-vector-width"="512" {
ret void
}

define internal void @innerNoAttribute() {
ret void
}

; We should not add an attribute during inlining. No attribute means unknown.
; Inlining doesn't change the fact that we don't know anything about this
; function.
define void @outerNoAttribute() {
call void @innerLarge()
ret void
}

define void @outerConflictingAttributeSmall() "min-legal-vector-width"="128" {
call void @innerLarge()
ret void
}

define void @outerConflictingAttributeLarge() "min-legal-vector-width"="512" {
call void @innerSmall()
ret void
}

; We should remove the attribute after inlining since the callee's vector width requirements are unknown.
define void @outerAttribute() "min-legal-vector-width"="128" {
call void @innerNoAttribute()
ret void
}

; CHECK: define void @outerNoAttribute() {
; CHECK: define void @outerConflictingAttributeSmall() #0
; CHECK: define void @outerConflictingAttributeLarge() #0
; CHECK: define void @outerAttribute() {
; CHECK: attributes #0 = { "min-legal-vector-width"="512" }
; RUN: opt -consthoist -S -o - %s | FileCheck %s
target triple = "thumbv6m-none--musleabi"

; Check that for i8 type, the maximum legal offset is 31.
; Also check that an constant used as value to be stored rather than pointer in a store instruction is hoisted.
; CHECK: foo_i8
; CHECK-DAG: %[[C1:const[0-9]？]] = bitcast i32 805874720 to i32
; CHECK-DAG: %[[C2:const[0-9]？]] = bitcast i32 805874688 to i32
; CHECK-DAG: %[[C3:const[0-9]？]] = bitcast i32 805873720 to i32
; CHECK-DAG: %[[C4:const[0-9]？]] = bitcast i32 805873688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i8*
; CHECK-NEXT: %1 = load volatile i8, i8* %0
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i8*
; CHECK-NEXT: %3 = load volatile i8, i8* %2
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i8*
; CHECK-NEXT: %5 = load volatile i8, i8* %4
; CHECK-NEXT: %6 = inttoptr i32 %[[C1]] to i8*
; CHECK-NEXT: %7 = load volatile i8, i8* %6
define void @foo_i8() {
  entry:
  %0 = load volatile i8, i8* inttoptr (i32 805874688 to i8*)
  %1 = load volatile i8, i8* inttoptr (i32 805874692 to i8*)
  %2 = load volatile i8, i8* inttoptr (i32 805874719 to i8*)
  %3 = load volatile i8, i8* inttoptr (i32 805874720 to i8*)
  %4 = load volatile i8, i8* inttoptr (i32 805874727 to i8*)
  store i8 %4, i8* inttoptr(i32 805873688 to i8*)
  store i8 %3, i8* inttoptr(i32 805873719 to i8*)
  store i8 %2, i8* inttoptr(i32 805873720 to i8*)
  store i8 %1, i8* inttoptr(i32 805873727 to i8*)
  store i8* inttoptr(i32 805874800 to i8*), i8** @goo
  ret void
}

@goo = global i8* undef

define void @foo_i16() {
  entry:
  %0 = load volatile i16, i16* inttoptr (i32 805874752 to i16*)
  %1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*)
  %2 = load volatile i16, i16* inttoptr (i32 805874719 to i16*)
  %3 = load volatile i16, i16* inttoptr (i32 805874720 to i16*)
  %4 = load volatile i16, i16* inttoptr (i32 805874727 to i16*)
  store i16 %4, i16* inttoptr(i32 805873688 to i16*)
  store i16 %3, i16* inttoptr(i32 805873719 to i16*)
  store i16 %2, i16* inttoptr(i32 805873720 to i16*)
  store i16 %1, i16* inttoptr(i32 805873727 to i16*)
  store i16* inttoptr(i32 805874800 to i16*), i8** @goo
  ret void
}

; Check that for i16 type, the maximum legal offset is 62.
; CHECK: foo_i16
; CHECK-DAG: %[[C1:const[0-9]??]] = bitcast i32 805874752 to i32
; CHECK-DAG: %[[C2:const[0-9]??]] = bitcast i32 805874688 to i32
; CHECK: %0 = inttoptr i32 %[[C2]] to i16*
; CHECK-NEXT: %1 = load volatile i16, i16* %0, align 2
; CHECK-NEXT: %[[M1:const_mat[0-9]??]] = add i32 %[[C2]], 4
; CHECK-NEXT: %2 = inttoptr i32 %[[M1]] to i16*
; CHECK-NEXT: %3 = load volatile i16, i16* %2, align 2
; CHECK-NEXT: %[[M2:const_mat[0-9]??]] = add i32 %[[C2]], 32
; CHECK-NEXT: %4 = inttoptr i32 %[[M2]] to i16*
; CHECK-NEXT: %5 = load volatile i16, i16* %4, align 2
; CHECK-NEXT: %[[M3:const_mat[0-9]??]] = add i32 %[[C2]], 62
; CHECK-NEXT: %6 = inttoptr i32 %[[M3]] to i16*

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define void @foo_i16() {
  entry:
  %0 = load volatile i16, i16* inttoptr (i32 805874688 to i16*), align 2
  %1 = load volatile i16, i16* inttoptr (i32 805874692 to i16*), align 2
  %2 = load volatile i16, i16* inttoptr (i32 805874720 to i16*), align 2
  %3 = load volatile i16, i16* inttoptr (i32 805874750 to i16*), align 2
  %4 = load volatile i16, i16* inttoptr (i32 805874752 to i16*), align 2
  %5 = load volatile i16, i16* inttoptr (i32 805874774 to i16*), align 2
  ret void
}

define void @foo_i32() {
  entry:
  %0 = load volatile i32, i32* inttoptr (i32 805874688 to i32*), align 4
  %1 = load volatile i32, i32* inttoptr (i32 805874692 to i32*), align 4
  %2 = load volatile i32, i32* inttoptr (i32 805874720 to i32*), align 4
  %3 = load volatile i32, i32* inttoptr (i32 805874750 to i32*), align 4
  %4 = load volatile i32, i32* inttoptr (i32 805874752 to i32*), align 4
  %5 = load volatile i32, i32* inttoptr (i32 805874774 to i32*), align 4
  ret void
}
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<tr>
<th>Program</th>
<th>Directory</th>
</tr>
</thead>
<tbody>
<tr>
<td>Google Test</td>
<td>llvm/utils/unittest/googletest</td>
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<td>ARM contributions</td>
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<td>md5 contributions</td>
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</tr>
</tbody>
</table>

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```cpp
declare fp128 @llvm.fabs.f128(fp128)
declare fp128 @llvm.copysign.f128(fp128, fp128)
define fp128 @TestSelect(fp128 %a, fp128 %b) {
  %cmp = fcmp ogt fp128 %a, %b
  %sub = fsub fp128 %a, %b
  %res = select i1 %cmp, fp128 %sub, fp128 0xL00000000000000000000000000000000
  ret fp128 %res
}
```

```cpp
; CHECK-LABEL: TestSelect:
; CHECK movaps 16(%rsp), %xmm1
; CHECK-NEXT callq __subtf3
; CHECK-NEXT testl %ebx, %ebx
; CHECK-NEXT jg .LBB0_2
; CHECK-NEXT # %bb.1:
; CHECK-NEXT movaps .LCPI0_0(%rip), %xmm0
; CHECK-NEXT .LBB0_2:
; CHECK-NEXT addq $32, %rsp
; CHECK-NEXT popq %rbx
```
define fp128 @TestFabs(fp128 %a) {
    %res = call fp128 @llvm.fabs.f128(fp128 %a)
    ret fp128 %res
}

define fp128 @TestCopysign(fp128 %a, fp128 %b) {
    %res = call fp128 @llvm.copysign.f128(fp128 %a, fp128 %b)
    ret fp128 %res
}

define fp128 @TestFneg(fp128 %a) {
    %mul = fmul fp128 %a, %a
    %res = fsub fp128 0xL00000000000000008000000000000000, %mul
    ret fp128 %res
}

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 * */

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 */opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/Proxy.java
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 */opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/tools/rmi/ObjectNotFoundException.java
 */opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/ast/ArrayInit.java
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jar/javassist/bytecode/SourceFileAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassMap.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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jar/javassist/bytecode/NestHostAttribute.java
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jar/javassist/bytecode/AccessFlag.java
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jar/javassist/bytecode/StackMap.java
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jar/javassist/bytecode/NotFoundException.java
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jar/javassist/compiler/ast/AssignExpr.java
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jar/javassist/compiler/ast/FactoryHelper.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/ProxyFactory.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/FactoryHelper.java

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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  jar/javassist/bytecode/annotation/FloatMemberValue.java
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  jar/javassist/bytecode/annotation/IntegerMemberValue.java
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  jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

* Brian Langel
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cd <SRC_PATH>
mvn package -DskipTests
mkdir /tmp/jars
mkdir /tmp/overrides

cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides
<!DOCTYPE HTML PUBLIC "-/W3C//DTD HTML 4.01 Transitional//EN"
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<meta http-equiv="content-type" content="text/html; charset=UTF-8">
<style type="text/css">
li {display: block;}
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Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.2868 ultron 1.0.2 1.0.2

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1.2870 kafka-schema-registry-client 6.1.1

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library.
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.
It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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A list of contributors may be found from CREDITS file, which is included in some artifacts (usually source distributions); but is always available from the source code management (SCM) system project uses.
Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

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mkdir /tmp/overrides
cd <LICENSE_TOOL_PATH>
./bin/run_license_job.bash -i /tmp/jars -l <SRC_PATH>/licenses -n <SRC_PATH>/notices -h <SRC_PATH>/licenses-and-notices.html -o /tmp/overrides

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"http://www.w3.org/TR/html4/loose.dtd">

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<style type="text/css">
li {display: block;}
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<body leftmargin="0" topmargin="0" marginheight="0" marginwidth="0" bgcolor="#ffffff">

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<div class="container">
<div class="row">
<div class="col-md-9 col-sm-8 col-xs-12">
<img src="/img/asf_logo.png" alt="Apache Logo" style="max-width: 100%;">
</div>
<div class="col-md-3 col-sm-4 col-xs-12">
<div class="input-group" style="margin-bottom: 5px;">
<script>
(function() {
 var cx = '005703438322411770421:5mgshgrgx2u';
 var gcse = document.createElement('script');
 gcse.type = 'text/javascript';
 gcse.async = true;
 gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
 '//cse.google.com/cse.js?cx=' + cx;
 var s = document.getElementsByTagName('script')[0];
 s.parentNode.insertBefore(gcse, s);
})();
</script>
<gcse:searchbox-only></gcse:searchbox-only>
</div>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
<a role="button" class="btn btn-block btn-default btn-xs" href="https://community.apache.org/contributors/">Contribute</a>
<a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>

/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */

* Hide class="elementid-permalink", except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
    visibility: hidden;
}
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```bash
gpg --armor --detach-sign icla.pdf
```

The above will create a file icla.pdf.asc. Send both the file and signature as attachments in the same email to secretary@apache.org. Please send only one document (file plus signature) per email. Please do not submit your public key to Apache. Instead, please upload your public key to pgpkeys.mit.edu.

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<!-- Footer -->
<li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
</ul>
</div>

<div class="col-sm-2">
<h5 class="white">Innovation</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="http://incubator.apache.org/">Incubator</a></li>
<li><a href="http://labs.apache.org/">Labs</a></li>
<li><a href="/licenses/">Licensing</a></li>
<li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>

<div class="col-sm-2">
<h5 class="white">Tech Operations</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/dev/">Developer Information</a></li>
<li><a href="/dev/infrastructure.html">Infrastructure</a></li>
<li><a href="/security/">Security</a></li>
<li><a href="http://status.apache.org">Status</a></li>
<li><a href="/foundation/contact.html">Contacts</a></li>
</ul>
</div>

<div class="col-sm-2">
<h5 class="white">Press</h5>
<ul class="list-unstyled white" role="menu">
<li><a href="/press/">Overview</a></li>
<li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
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<li><a href="/press/#contact">Contacts</a></li>
</ul>
</div>

<div class="col-sm-2">
<h5 class="white">Legal</h5>
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<li><a href="/legal/">Legal Affairs</a></li>
<li><a href="/licenses/">Licenses</a></li>
<li><a href="/foundation/marks/">Trademark Policy</a></li>
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1.2871 p-reduce 2.1.0 2.1.0

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Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus
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Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jack
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/** Java 1.5 Recognizer
*
* Run 'java Main [-showtree] directory-full-of-java-files'
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
* *
* Run 'java Main <directory full of java files>'
* *
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* John Pybusjohn@pybus.org
*  
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
* fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
* added tree construction
* fixed definition of WS, comments for mac, pc, unix newlines
* added unary plus
* Version 1.11 (Nov 20, 1998)
* Added "shutup" option to turn off last ambig warning.
* Fixed inner class def to allow named class defs as statements
* synchronized requires compound not simple statement
* add [] after builtInType DOT class in primaryExpression
* "const" is reserved but not valid..removed from modifiers
* Version 1.12 (Feb 2, 1999)
* Changed LITERAL_xxx to xxx in tree grammar.
* Updated java.g to use tokens {...} now for 2.6.0 (new feature).
*  
* Version 1.13 (Apr 23, 1999)
* Didn't have (stat)? for else clause in tree parser.
* Didn't gen ASTs for interface extends. Updated tree parser too.
* Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
* Allowed final/abstract on local classes.
* Removed local interfaces from methods
* Put instanceof precedence where it belongs...in relationalExpr
* It also had expr not type as arg: fixed it.
* Missing ! on SEMI in classBlock
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
* fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
* Screwed up rule with instanceof in it.:{ Fixed.
* Tree parser didn't like (expr).something: fixed.
* Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
* Extending an interface built a wacky tree: had extra EXTENDS.
* Tree grammar didn't allow multiple superinterfaces.
* Tree grammar didn't allow empty var initializer: { }
* Version 1.17 (October 12, 1999)
* ESC lexer rule allowed 399 max not 377 max.
* java.tree.g didn't handle the expression of synchronized statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by observing/combining work of Allan Jacobs and Steve Messick. Handles 1.3 src. Summary:
  * primary didn't include boolean.class kind of thing
  * constructor calls parsed explicitly now:
  * see explicitConstructorInvocation
  * add strictfp modifier
  * merged local class definition alternatives, moved after declaration
  * fixed problem with ClassName.super.field
  * reordered some alternatives to make things more efficient
  * long and double constants were not differentiated from int/float
  * whitespace rule was inefficient: matched only one char
  * add an examples directory with some nasty 1.3 cases
  * made Main.java use buffered IO and a Reader for Unicode support
  * supports UNICODE?
  * Using Unicode charVocabulay makes code file big, but only
    * in the bitsets at the end. I need to make ANTLR generate unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
* Terence added in nice fixes by John Pybus concerning floating constants and problems with super() calls. John did a nice reorg of the primary/postfix expression stuff to read better
* and makes f.g.super() parse properly (it was METHOD_CALL not a SUPER_CTOR_CALL). Also:
  * "finally" clause was a root...made it a child of "try"
  * Added stuff for asserts too for Java 1.4, but *commented out*
    * as it is not backward compatible.
* Version 1.20 (October 27, 2002)
* Terence ended up reorging John Pybus' stuff to remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must be the first statement.
* Ternary ?: operator wasn't working as array name:
  * (isBig ? bigDigits : digits)[i];
* Checked parser/tree parser on source for
  * Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
  * and the 110k-line jGuru server source.
* Version 1.21 (October 17, 2003)
  * Fixed lots of problems including:
  * Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
  * He found a problem/fix with floating point that start with 0
  * Ray also fixed problem that (int.class) was not recognized.
  * Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
  * TJP fixed CHAR_LITERAL analogously.

  * Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
  * Notes:
  * o We only allow the "extends" keyword and not the "implements" keyword, since that's what JSR14 seems to imply.
  * o Thanks to Monty Zukowski for his help on the antlr-interest mail list.
  * o Thanks to Alan Eliasen for testing the grammar over his Fink source base

* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
  * o Added support for annotations types
  * o Finished off Matt Quail's generics enhancements to support bound type arguments
  * o Added support for new for statement syntax
  * o Added support for static import syntax
  * o Added support for enum types
  * o Tested against JDK 1.5 source base and source base of jdigraph project
  * o Thanks to Matt Quail for doing the hard part by doing most of the generics work

* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants
  * and package definitions
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
and other refactorings
* o Fixed typeParameters omission in identPrimary and newStatement
* o Replaced GT reconciliation code with simple semantic predicate
* o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
* o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
* Small bux fixes
* o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
* o Added typeArguments to postfixExpression productions for anonymous inner class super
* constructor invocation, e.g. new Outer().<String>super()
* o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.j.1
* Changes by Jeremy Rayner to support java2groovy tool
* o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
* and have made some changes to enable use by java2groovy tool (Jan 2007)

* Based on an original grammar released in the PUBLIC DOMAIN
*/

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3.0.8-sources.jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EvictionListener.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3.0.8-sources.jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weighers.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3.0.8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weigher.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/ConcurrentLinkedHashMap.java
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jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EntryWeigher.java
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/*
 * This file is adapted from the Antlr4 Java grammar which has the following license
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*

/**
 * The Groovy grammar is based on the official grammar for Java:
 * https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
 */
lexer grammar GroovyLexer;

options {
    superClass = AbstractLexer;
}

@header {
    import java.util.Deque;
    import java.util.ArrayDeque;
    import java.util.Map;
    import java.util.HashMap;
    import java.util.Set;
    import java.util.HashSet;
    import java.util.Collections;
    import java.util.Arrays;
    import java.util.stream.IntStream;
    import java.util.logging.Logger;
    import java.util.logging.Level;
    import java.util.EmptyStackException;
    import org.apache.groovy.util.Maps;
    import static org.apache.groovy.parser.antlr4.SemanticPredicates.*;
}

@members {
    private static final Logger LOGGER = Logger.getLogger(GroovyLexer.class.getName());
    private long tokenIndex = 0;
    private int lastTokenType = 0;
    private int invalidDigitCount = 0;

    /**
     * Record the index and token type of the current token while emitting tokens.
     */
    @Override
    public void emit(Token token) {
        this.tokenIndex++;
        int tokenType = token.getType();
    }
if (Token.DEFAULT_CHANNEL == token.getChannel()) {
    this.lastTokenType = tokenType;
}

if (RollBackOne == tokenType) {
    this.rollbackOneChar();
}

super.emit(token);

private static final int[] REGEX_CHECK_ARRAY =
    IntStream.of(
        Identifier, CapitalizedIdentifier, NullLiteral, BooleanLiteral, THIS, RPAREN, RBRACK, RBRACE,
        IntegerLiteral, FloatingPointLiteral, StringLiteral, GStringEnd, INC, DEC
    ).sorted().toArray();

private boolean isRegexAllowed() {
    if (Arrays.binarySearch(REGEX_CHECK_ARRAY, this.lastTokenType) >= 0) {
        return false;
    }
    return true;
}

/**
 * just a hook, which will be overrided by GroovyLangLexer
 */
protected void rollbackOneChar() {}
public int getLastTokenType() {
    return this.lastTokenType;
}

public int getLine() {
    return line;
}

public int getColumn() {
    return column;
}

@Override
public int hashCode() {
    return (int) (text.hashCode() * line + column);
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof Paren)) {
        return false;
    }

    Paren other = (Paren) obj;

    return this.text.equals(other.text) && (this.line == other.line && this.column == other.column);
}

protected void enterParenCallback(String text) {}

protected void exitParenCallback(String text) {}

private final Deque<Paren> parenStack = new ArrayDeque<>(32);

private void enterParen() {
    String text = getText();
    enterParenCallback(text);

    parenStack.push(new Paren(text, this.lastTokenType, getLine(), getCharPositionInLine()));
}

private void exitParen() {
    String text = getText();
    exitParenCallback(text);
    Paren paren = parenStack.peek();
    if (null == paren) return;

    parenStack.pop();
}

private void enterParen(String text) {
    enterParen();
}

private void exitParen() {
    exitParen();
}

private void enterParenCallback() {
    enterParenCallback(getText());
}

private void exitParenCallback() {
    exitParenCallback(getText());
}

private void enterParen() {
    enterParen();
}

private void exitParen() {
    exitParen();
}

private void enterParenCallback() {
    enterParenCallback();
}

private void exitParenCallback() {
    exitParenCallback();
}
parenStack.pop();
}
private boolean isInsideParens() {
    Paren paren = parenStack.peek();

    // We just care about "(" and "[", inside which the new lines will be ignored.
    // Notice: the new lines between "{" and "}" can not be ignored.
    if (null == paren) {
        return false;
    }

    return ("(".equals(paren.getText()) && TRY != paren.getLastTokenType()) // we don't treat try-paren(i.e. try
    (....)) as parenthesis
        || "]".equals(paren.getText());
}
private void ignoreTokenInsideParens() {
    if (!this.isInsideParens()) {
        return;
    }

    this.setChannel(Token.HIDDENCHANNEL);
}
private void ignoreMultiLineCommentConditionally() {
    if (!this.isInsideParens() && isFollowedByWhiteSpaces(_input)) {
        return;
    }

    this.setChannel(Token.HIDDENCHANNEL);
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.LEXER;
}

@Override
public int getErrorLine() {
    return getLine();
}

@Override
public int getErrorColumn() {
    return getCharPositionInLine() + 1;
}

@Override
public int popMode() {
    try {
        return;
    }
}
return super.popMode();
} catch (EmptyStackException ignored) { // raised when parens are unmatched: too many ), ], or }
    if (LOGGER.isLoggable(Level.FINEST)) {
        LOGGER.finest(org.codehaus.groovy.runtime.DefaultGroovyMethods.asString(ignored));
    }
}

return Integer.MIN_VALUE;
}

private static boolean isJavaIdentifierStartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierStart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

private static boolean isJavaIdentifierPartAndNotIdentifierIgnorable(int codePoint) {
    return Character.isJavaIdentifierPart(codePoint) && !Character.isIdentifierIgnorable(codePoint);
}

// 3.10.5 String Literals
StringLiteral
    : GStringQuotationMark DqStringCharacter* GStringQuotationMark
      | SqStringQuotationMark SqStringCharacter* SqStringQuotationMark
      | Slash   { this.isRegexAllowed() && _input.LA(1) != '*' }?
              SlashyStringCharacter+   Slash
      | TdqStringQuotationMark TdqStringCharacter*   TdqStringQuotationMark
      | TsqStringQuotationMark TsqStringCharacter*   TsqStringQuotationMark
      | DollarSlashyGStringQuotationMarkBegin   DollarSlashyStringCharacter+
      DollarSlashyGStringQuotationMarkEnd
    ;

// Groovy gstring
GStringBegin
    : GStringQuotationMark DqStringCharacter* Dollar -> pushMode(DQ_GSTRING_MODE),
      pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;

TdqGStringBegin
    : TdqStringQuotationMark   TdqStringCharacter*   Dollar -> type(GStringBegin),
      pushMode(TDQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;

SlashyGStringBegin
    : Slash   { this.isRegexAllowed() && _input.LA(1) != '*' }? SlashyStringCharacter* Dollar {
          isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), pushMode(SLASHY_GSTRING_MODE),
      pushMode(GSTRING_TYPE_SELECTOR_MODE)
    ;
DollarSlashyGStringBegin
  : DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar { 
isFollowedByJavaLetterInGString(_input) }? -> type(GStringBegin), 
pushMode(DOLLAR_SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
  ;

mode DQ_GSTRING_MODE;
GStringEnd
  : GStringQuotationMark -> popMode
  ;
GStringPart
  : Dollar -> pushMode(GSTRING_TYPE_SELECTOR_MODE)
  ;
GStringCharacter
  : DqStringCharacter -> more
  ;

mode TDQ_GSTRING_MODE;
TdqGStringEnd
  : TdqStringQuotationMark -> type(GStringEnd), popMode
  ;
TdqGStringPart
  : Dollar -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
  ;
TdqGStringCharacter
  : TdqStringCharacter -> more
  ;

mode SLASHY_GSTRING_MODE;
SlashyGStringEnd
  : Dollar? Slash -> type(GStringEnd), popMode
  ;
SlashyGStringPart
  : Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), 
pushMode(GSTRING_TYPE_SELECTOR_MODE)
  ;
SlashyGStringCharacter
  : SlashyStringCharacter -> more
  ;

mode DOLLAR_SLASHY_GSTRING_MODE;
DollarSlashyGStringEnd
  : DollarSlashyGStringQuotationMarkEnd -> type(GStringEnd), popMode
  ;
DollarSlashyGStringPart
  : Dollar { isFollowedByJavaLetterInGString(_input) }? -> type(GStringPart), 
pushMode(GSTRING_TYPE_SELECTOR_MODE)
  ;
DollarSlashyGStringCharacter
    : DollarSlashyStringCharacter -> more
    ;

mode GSTRING_TYPE_SELECTOR_MODE;
GStringLBrace
    : '{' { this.enterParen(); } -> type(LBRACE), popMode, pushMode(DEFAULT_MODE)
       ;
GStringIdentifier
    : IdentifierInGString -> type(Identifier), popMode, pushMode(GSTRING_PATH_MODE)
       ;

mode GSTRING_PATH_MODE;
GStringPathPart
    : Dot IdentifierInGString
      ;
RollBackOne
    : . { 
        // a trick to handle GStrings followed by EOF properly
        int readChar = _input.LA(-1);
        if (EOF == _input.LA(1) && ('"' == readChar || '\' == readChar)) {
            setType(GStringEnd);
        } else {
            setChannel(HIDDEN);
        }
    } -> popMode
    ;

mode DEFAULT_MODE;
// character in the double quotation string. e.g. "a"
fragment DqStringCharacter
    : ~"\n\"\$
        | EscapeSequence
    ;

// character in the single quotation string. e.g. 'a'
fragment SqStringCharacter
    : ~"\n\"
        | EscapeSequence
    ;

// character in the triple double quotation string. e.g. """a""
fragment TdqStringCharacter
    : ~"\"\$
    ;
INTERFACE : 'interface';

fragment
LONG : 'long';

NATIVE : 'native';
NEW : 'new';
PACKAGE : 'package';
PRIVATE : 'private';
PROTECTED : 'protected';
PUBLIC : 'public';
RETURN : 'return';

fragment
SHORT : 'short';

STATIC : 'static';
STRICTFP : 'strictfp';
SUPER : 'super';
SWITCH : 'switch';
SYNCHRONIZED : 'synchronized';
THIS : 'this';
THROW : 'throw';
THROWS : 'throws';
TRANSIENT : 'transient';
TRY : 'try';
VOID : 'void';
VOLATILE : 'volatile';
WHILE : 'while';

// 3.10.1 Integer Literals

IntegerLiteral : ( DecimalIntegerLiteral |
                  HexIntegerLiteral |
                  OctalIntegerLiteral |
                  BinaryIntegerLiteral |
                ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?

// !!! Error Alternative !!!
| Zero ([0-9] { invalidDigitCount++; }+) { require(false, "Invalid octal number", -(invalidDigitCount + 1), true); |
} IntegerTypeSuffix?
|

fragment
Zero
fragment
DecimalIntegerLiteral
  :  DecimalNumeral IntegerTypeSuffix?
  ;

fragment
HexIntegerLiteral
  :  HexNumeral IntegerTypeSuffix?
  ;

fragment
OctalIntegerLiteral
  :  OctalNumeral IntegerTypeSuffix?
  ;

fragment
BinaryIntegerLiteral
  :  BinaryNumeral IntegerTypeSuffix?
  ;

fragment
IntegerTypeSuffix
  :  [lLiIgG]
  ;

fragment
DecimalNumeral
  :  Zero
  |  NonZeroDigit (Digits? | Underscores Digits)
  ;

fragment
Digits
  :  Digit (DigitOrUnderscore* Digit)?
  ;

fragment
Digit
  :  Zero
  |  NonZeroDigit
  ;

fragment
NonZeroDigit
  :  [1-9]
fragment
OctalDigit
  : [0-7]
  ;

fragment
OctalDigitOrUnderscore
  : OctalDigit
  | Underscore
  ;

fragment
BinaryNumeral
  : Zero [bB] BinaryDigits
  ;

fragment
BinaryDigits
  : BinaryDigit (BinaryDigitOrUnderscore* BinaryDigit)?
  ;

fragment
BinaryDigit
  : [01]
  ;

fragment
BinaryDigitOrUnderscore
  : BinaryDigit
  | Underscore
  ;

// 3.10.2 Floating-Point Literals

FloatingPointLiteral
  : ( DecimalFloatingPointLiteral
      | HexadecimalFloatingPointLiteral
    ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?
  ;

fragment
DecimalFloatingPointLiteral
  : Digits Dot Digits ExponentPart? FloatTypeSuffix?
  | Digits ExponentPart FloatTypeSuffix?
  | Digits FloatTypeSuffix?
  ;
fragment
ExponentPart
  : ExponentIndicator SignedInteger
    ;

fragment
ExponentIndicator
  : [eE]
    ;

fragment
SignedInteger
  : Sign? Digits
    ;

fragment
Sign
  : [+-]
    ;

fragment
FloatTypeSuffix
  : [fFdDgG]
    ;

fragment
HexadecimalFloatingPointLiteral
  : HexSignificand BinaryExponent FloatTypeSuffix?
    ;

fragment
HexSignificand
  : HexNumeral Dot?
    | Zero [xX] HexDigits? Dot HexDigits
    ;

fragment
BinaryExponent
  : BinaryExponentIndicator SignedInteger
    ;

fragment
BinaryExponentIndicator
  : [pP]
    ;

fragment
Dot
  : "."
// 3.10.3 Boolean Literals

BooleanLiteral
  :  'true'
    |  'false'
    ;

// 3.10.6 Escape Sequences for Character and String Literals

fragment
  EscapeSequence
    :  Backslash [btnfrs"\]
      |  OctalEscape
      |  UnicodeEscape
      |  DollarEscape
      |  LineEscape
    ;

fragment
  OctalEscape
    :  Backslash OctalDigit
      |  Backslash OctalDigit OctalDigit
      |  Backslash ZeroToThree OctalDigit OctalDigit
    ;

// Groovy allows 1 or more u's after the backslash

fragment
  UnicodeEscape
    :  Backslash 'u' HexDigit HexDigit HexDigit HexDigit
    ;

fragment
  ZeroToThree
    :  [0-3]
    ;

// Groovy Escape Sequences

fragment
  DollarEscape
    :  Backslash Dollar
    ;

fragment
// 3.10.7 The Null Literal
NullLiteral
  : 'null'

// Groovy Operators

RANGE_INCLUSIVE    : '..';
RANGE_EXCLUSIVE    : '..<';
SPREAD_DOT         : '*.';
SAFE_DOT           : '?.';
SAFE_CHAIN_DOT     : '?==';
ELVIS              : '?==';
METHOD_POINTER     : '.&';
METHOD_REFERENCE   : '?:';
REGEX_FIND         : '=~';
REGEX_MATCH        : '==~';
POWER              : '**';
POWER_ASSIGN       : '**=';
SPACESHIP          : '<=>';
IDENTICAL          : '===';
NOT_IDENTICAL      : '!==';
ARROW              : '->';

// !internalPromise will be parsed as ! in ternalPromise, so semantic predicates are necessary
NOT_INSTANCEOF     : '!instanceof' { isFollowedBy(_input, ' ', ', ', '(', '}', '{', '}', '{', '[') }?
NOT_IN             : '!in' { isFollowedBy(_input, ' ', ', ', '(', '}', '{', '}', '{', '[') }?
// 3.11 Separators

LPAREN : '(' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RPAREN : ') ' { this.exitParen(); } -> popMode;
LBRACE : '{' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACE : '}' { this.exitParen(); } -> popMode;
LBRACK : '[' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACK : ']' { this.exitParen(); } -> popMode;
SEMI : ';';
COMMA : ',';
DOT : Dot;

// 3.12 Operators

ASSIGN : '=';
BITAND : '&'; BITOR : '|'; XOR : '^'; MOD : '%';

ADD_ASSIGN : '+='; SUB_ASSIGN : '-='; MUL_ASSIGN : '*='; DIV_ASSIGN : '/=';
AND_ASSIGN  : '&=';
OR_ASSIGN    : '|=';
XOR_ASSIGN   : '^=';
MOD_ASSIGN   : '%=';
LSHIFT_ASSIGN: '<<=';
RSHIFT_ASSIGN: '>>=';
URSHIFT_ASSIGN: '>>>'=
ELVIS_ASSIGN : '?=';

// 3.8 Identifiers (must appear after all keywords in the grammar)
CapitalizedIdentifier
   : JavaLetter {Character.isUpperCase(_input.LA(-1))}? JavaLetterOrDigit* ;
;
Identifier
   : JavaLetter JavaLetterOrDigit* ;
;
fragment IdentifierInGString
   : JavaLetterInGString JavaLetterOrDigitInGString* ;
;
fragment JavaLetter
   : [a-zA-Z$_.] // these are the "java letters" below 0x7F
    | // covers all characters above 0x7F which are not a surrogate
    ~[\u0000-\u007F\uD800-\uDBFF]
    { isJavaIdentifierStartAndNotIdentifierIgnorable(_input.LA(-1)) }?
    | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
    [\uD800-\uDBFF] [\uDC00-\uDFFF]
    { Character.isJavaIdentifierStart((char)_input.LA(-2), (char)_input.LA(-1)) }?
    ;
;
fragment JavaLetterInGString
   : JavaLetter { _input.LA(-1) != '$' }?
    ;
;
fragment JavaLetterOrDigit
   : [a-zA-Z0-9$_.] // these are the "java letters or digits" below 0x7F
    | // covers all characters above 0x7F which are not a surrogate
    ~[\u0000-\u007F\uD800-\uDBFF]
    { isJavaIdentifierPartAndNotIdentifierIgnorable(_input.LA(-1)) }?
    | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
    [\uD800-\uDBFF] [\uDC00-\uDFFF]
    { Character.isJavaIdentifierPart((char)_input.LA(-2), (char)_input.LA(-1)) }?
    ;
{ Character.isJavaIdentifierPart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
;

fragment
JavaLetterOrDigitInGString
  : JavaLetterOrDigit  { _input.LA(-1) != '$' }?
  ;

fragment
ShCommand
  : ~[
\n\uFFFF]*
  ;

//
// Additional symbols not defined in the lexical specification
//

AT : '@';
ELLIPSIS : '...';

//
// Whitespace, line escape and comments
//
WS  : ([ \t]+ | LineEscape+) -> skip
  ;

// Inside (...) and [...] but not {...}, ignore newlines.
NL  : LineTerminator  { this.ignoreTokenInsideParens(); } 
  ;

// Multiple-line comments (including groovydoc comments)
ML_COMMENT
  : '/\*'.*? '/\*' { this.ignoreMultiLineCommentConditionally(); } -> type(NL)
  ;

// Single-line comments
SL_COMMENT
  : '/\* ~[
\n\uFFFF]* { this.ignoreTokenInsideParens(); } -> type(NL)
  ;

// Script-header comments.
// The very first characters of the file may be "#!". If so, ignore the first line.
SH_COMMENT
  : '#!' { require(0 == this.tokenIndex, "Shebang comment should appear at the first line", -2, true); } ShCommand (LineTerminator '#!' ShCommand)* -> skip
  ;

// Unexpected characters will be handled by groovy parser later.
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/security/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/typehandling/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/xml/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/matchers/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/func/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/xml/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ast/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/security/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/primary/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/atom/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/primary/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ast/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/primary/package.html
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ast/package.html
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/reflection/ParameterTypes.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/MetaClassConstructorSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/DgmConverter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/AbstractLexer.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/ThreadInterrupt.groovy
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/Utilities.java
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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/GroovyCategorySupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/MetaClassHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/BooleanClosureWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/BooleanClosureHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/messages/Message.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/time/TimeCategory.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/MethodNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/GroovyASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/DelegateASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/TraitTypeCheckingExtension.java
jar/org/codehaus/groovy/runtime/.wrappers/FloatWrapper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/DummyClassGenerator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/ExpandoMetaClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/NodePrinter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/time/TimeDatumDependentDuration.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/BeanUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/CharacterArrayPutAtMetaMethod.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/SynchronizedStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/AnnotationNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/ReverseListIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/BinaryExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/MetaClassImpl.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/ExternalStrategy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/util/Maps.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/CompositeVisitor.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/AutoFinal.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/class/ClassHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/stmt/SynchronizedStatement.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AbstractInterruptibleASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/ImmutableBase.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/memoize/LRUCache.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/stc/GroovyTypeCheckingExtensionSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/memoize/LRUProtectionStorage.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/tailrec/AstHelper.groovy

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Lazy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/util/OrderBy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/indy/Indy_CallSiteWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/reflection/ClassLoaderForClassArtifacts.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/util/ComplexKeyHashMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/ResourceGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/FinalVariableAnalyzer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/reflection/stdclasses/BigDecimalCachedClass.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/IOGroovyMethods.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/BytecodeVariable.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/StringBufferWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/tailrec/VariableAccessReplacer.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/ExternalizeMethodsASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/lang/MissingFieldException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/runtime/EncodingGroovyMethodsSupport.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/antlr/PrimitiveHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/tools/GrapeMain.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/transform/ASTTest.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/asm/MopWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/codehaus/groovy/classgen/AsmClassGenerator.java
jar/org/codehaus/groovy/tools/gse/StringSetMap.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/treewalker/NodeCollector.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/UnaryExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/MethodReferenceExpressionWriter.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/AbstractASTTransformUtil.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/BytecodeDumper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/BooleanReturningMethodInvoker.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/GetEffectivePogoPropertySite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callsite/GetEffectivePogoPropertySite.java

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/builder/SimpleStrategy.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/control/CompilationUnit.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/apache/groovy/parser/antlr4/GroovyLangLexer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callSite/ClassMetaClassGetPropertySite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Tuple6.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/ASTNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/callSite/StaticMetaClassSite.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/PropertyNode.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/SortableASTTransformation.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/namespace/QName.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/Singleton.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/FirstParam.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/beans/ListerListASTTransformation.groovy
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/runtime/m12n/SimpleExtensionModule.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/tools/gse/DependencyTracker.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/decompiled/FormalParameterParser.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/expr/ClosureListExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/sc/StaticTypesUnaryExpressionHelper.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/IndexedProperty.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/lang/SpreadMapEvaluatingException.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/transform/sc/transformers/BooleanExpressionTransformer.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/ThirdParam.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/util/FloatArrayIterator.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/stc/MapEntryOrKeyValue.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/groovy/transform/expr/NamedArgumentListExpression.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/ast/tools/ClassNodeUtils.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/classgen/asm/WriterController.java
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# Format: one extension on each line without the leading "*."
# Listed below are default groovy source file extensions.

# NOTE: This implementation of supporting multiple file extensions is experimental and
# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.
groovy

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/groovy/org.codehaus.groovy.source.Extensions

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/LinkedDeque.java
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/package-info.java

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/** JSR-241 Groovy Recognizer.
   *
   * Run 'java Main [-showtree] directory-full-of-groovy-files'
   *
   * [The -showtree option pops up a Swing frame that shows
   * the AST constructed from the parser.]
   *
   * Contributing authors:
   *              John Mitchell           johnm@non.net
   *              Terence Parr            parrt@magelang.com
   *              John Lilley             jililley@empathy.com
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   *
   * Version 1.00 December 9, 1997 -- initial release
   * Version 1.01 December 10, 1997
   *      fixed bug in octal def (0..7 not 0..8)
   * Version 1.10 August 1998 (parrt)
   *      added tree construction
   *      fixed definition of WS,comments for mac,pc,unix newlines
   *      added unary plus
   * Version 1.11 (Nov 20, 1998)
   *      Added "shutup" option to turn off last ambig warning.
   *      Fixed inner class def to allow named class defs as statements
   *      synchronized requires compound not simple statement
   *      add [] after builtInType DOT class in primaryExpression
   *      "const" is reserved but not valid..removed from modifiers
   * Version 1.12 (Feb 2, 1999)
   *      Changed LITERAL_xxx to xxx in tree grammar.
   *      Updated java.g to use tokens {...} now for 2.6.0 (new feature).
* Version 1.13 (Apr 23, 1999)
  * Didn't have (stat)? for else clause in tree parser.
  * Didn't gen ASTs for interface extends. Updated tree parser too.
  * Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
  * Allowed final/abstract on local classes.
  * Removed local interfaces from methods
  * Put instanceof precedence where it belongs...in relationalExpr
    * It also had expr not type as arg; fixed it.
  * Missing ! on SEMI in classBlock
  * fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
  * fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
  * Screwd up rule with instanceof in it. :(. Fixed.
  * Tree parser didn't like (expr).something; fixed.
  * Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
  * Extending an interface built a wacky tree: had extra EXTENDS.
  * Tree grammar didn't allow multiple superinterfaces.
  * Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
  * ESC lexer rule allowed 399 max not 377 max.
  * java.tree.g didn't handle the expression of synchronized statements.
* Version 1.18 (August 12, 2001)
  * Terence updated to Java 2 Version 1.3 by
    * observing/combining work of Allan Jacobs and Steve Messick. Handles 1.3 src. Summary:
      * o primary didn't include boolean.class kind of thing
      * o constructor calls parsed explicitly now:
        see explicitConstructorInvocation
      * o add strictfp modifier
      * o missing objBlock after new expression in tree grammar
      * o merged local class definition alternatives, moved after declaration
      * o fixed problem with ClassName.super.field
      * o reordered some alternatives to make things more efficient
      * o long and double constants were not differentiated from int/float
      * o whitespace rule was inefficient: matched only one char
      * o add an examples directory with some nasty 1.3 cases
      * o made Main.java use buffered IO and a Reader for Unicode support
      * o supports UNICODE?
        * Using Unicode charVocabulary makes code file big, but only
          in the bitsets at the end. I need to make ANTLR generate
          unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
  * Terence added in nice fixes by John Pybus concerning floating
    * constants and problems with super() calls. John did a nice
    * reorg of the primary/postfix expression stuff to read better
and makes f.g.super() parse properly (it was METHOD_CALL not a SUPER_CTOR_CALL). Also:

- "finally" clause was a root...made it a child of "try"
- Added stuff for asserts too for Java 1.4, but *commented out* as it is not backward compatible.

* Version 1.20 (October 27, 2002)

- Terence ended up reorging John Pybus' stuff to remove some nondeterminisms and some syntactic predicates.
- Note that the grammar is stricter now; e.g., this(...) must be the first statement.

- Trinary ?: operator wasn't working as array name:
  (isBig ? bigDigits : digits)[i];

* Checked parser/tree parser on source for Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4, and the 110k-line jGuru server source.

* Version 1.21 (October 17, 2003)

- Fixed lots of problems including:
  - Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
  - He found a problem/fix with floating point that start with 0
  - Ray also fixed problem that (int.class) was not recognized.
  - Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
  - TJP fixed CHAR_LITERAL analogously.


- Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
- Notes:
  - We only allow the "extends" keyword and not the "implements" keyword, since that's what JSR14 seems to imply.
  - Thanks to Monty Zukowski for his help on the antlr-interest mail list.
  - Thanks to Alan Eliasen for testing the grammar over his Fink source base.

* Version 1.22 (July, 2004)

- Changes by Michael Studman to support Java 1.5 language extensions
- Notes:
  - Added support for annotations types
  - Finished off Matt Quail's generics enhancements to support bound type arguments
  - Added support for new for statement syntax
  - Added support for static import syntax
  - Added support for enum types
  - Tested against JDK 1.5 source base and source base of jdigraph project
* o Thanks to Matt Quail for doing the hard part by doing most of the generics work

* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants
  * and package definitions
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces and other refactorings
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.g.1
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * and have applied the groovy.diff from java.g (1.22) by John Rose
  * back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)

* Version 1.22.4.g.2
  * o mkempf, rkleeb, Dec 2007
  * o fixed various rules so that they call the correct Create Method
  * to make sure that the line information are correct
  *
* Based on an original grammar released in the PUBLIC DOMAIN
*/

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* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-
jar/org/codehaus/groovy/antlr/parser/GroovyRecognizer.java

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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation

Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/META-INF/services/org.codehaus.groovy.transform.ASTTransformation

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/*
 * This file is adapted from the Antlr4 Java grammar which has the following license
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*/

/**
* The Groovy grammar is based on the official grammar for Java:
* https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
*/
parser grammar GroovyParser;

options {
  tokenVocab = GroovyLexer;
  contextSuperClass = GroovyParserRuleContext;
  superClass = AbstractParser;
}

@header {
  import java.util.Map;
  import org.codehaus.groovy.ast.NodeMetaDataHandler;
}

@members {

  public static class GroovyParserRuleContext extends ParserRuleContext implements NodeMetaDataHandler {
    private Map metaDataMap = null;

    public GroovyParserRuleContext() {}

    public GroovyParserRuleContext(ParserRuleContext parent, int invokingStateNumber) {
      super(parent, invokingStateNumber);
    }

    @Override
    public Map<?, ?> getMetaDataMap() {
      return this.metaDataMap;
    }

    @Override
    public void setMetaDataMap(Map<?, ?> metaDataMap) {
      this.metaDataMap = metaDataMap;
    }

    @Override
    public int getSyntaxErrorSource() {

    }
}
return GroovySyntaxError.PARSER;
}

@Override
public int getErrorLine() {
    Token token = _input.LT(-1);

    if (null == token) {
        return -1;
    }

    return token.getLine();
}

@Override
public int getErrorColumn() {
    Token token = _input.LT(-1);

    if (null == token) {
        return -1;
    }

    return token.getCharPositionInLine() + 1 + token.getText().length();
}

// starting point for parsing a groovy file

// validate the method in the AstBuilder#visitMethodDeclaration, e.g. method without method body is not allowed

packageDeclaration
    : annotationsOpt PACKAGE qualifiedName
    ;

scriptStatements
    : scriptStatement (sep scriptStatement)* sep?
    ;

scriptStatement
    : importDeclaration // Import statement. Can be used in any scope. Has "import x as y" also.
        | typeDeclaration
        | { !SemanticPredicates.isInvalidMethodDeclaration(_input) }?
        methodDeclaration[3, 9]
        | statement
        ;

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importDeclaration
  : annotationsOpt IMPORT STATIC? qualifiedName (DOT MUL | AS alias=identifier)?
  ;

typeDeclaration
  : classOrInterfaceModifiersOpt classDeclaration
  ;

modifier
  : classOrInterfaceModifier
  | m=( NATIVE
  | SYNCHRONIZED
  | TRANSIENT
  | VOLATILE
  | DEF
  | VAR
  )
  ;

modifiersOpt
  : (modifiers nls)?
  ;

modifiers
  : modifier (nls modifier)*
  ;

classOrInterfaceModifiersOpt
  : (classOrInterfaceModifiers
     NL* /* Use `NL*` here for better performance, so DON'T replace it with `nls` */
     )?
  ;

classOrInterfaceModifiers
  : classOrInterfaceModifier (nls classOrInterfaceModifier)*
  ;
classOrInterfaceModifier
  : annotation // class or interface
  | m=( PUBLIC // class or interface
  | PROTECTED // class or interface
  | PRIVATE // class or interface
  | STATIC // class or interface
  | ABSTRACT // class or interface
  | FINAL // class only -- does not apply to interfaces
  | STRICTFP // class or interface
  | DEFAULT // interface only -- does not apply to classes
Groovy supports declaring local variables as instance/class fields,
// e.g. import groovy.transform.*; @Field static List awe = [1, 2, 3]
// e.g. import groovy.transform.*; def a = { @Field public List awe = [1, 2, 3] }
// Notice: Groovy 2.4.7 just allows to declare local variables with the following modifiers when using

// TODO check whether the following modifiers accompany annotations or not. Because the legacy codes(e.g.
benchmark/bench/heapsort.groovy) allow to declare the special instance/class fields without annotations, we leave it
as it is for the time being

| PUBLIC
| PROTECTED
| PRIVATE
| STATIC
| ABSTRACT
| STRICTFP

/* */
*/
/* */
*/
/* */
*/
/* */
*/
/* */
*/
/**
 * t 0: class; 1: interface; 2: enum; 3: annotation; 4: trait
 */
classDeclaration
locals[int t ]
: ( CLASS { $t = 0; }
    | INTERFACE { $t = 1; }
    | ENUM { $t = 2; }
    | AT INTERFACE { $t = 3; }
    | TRAIT { $t = 4; }
    )
identifier
(nls typeParameters)?
(nls EXTENDS nls scs=typeList)?
(nls IMPLEMENTS nls is=typeList)?
nls classBody[$t]
;

// t see the comment of classDeclaration
classBody[int t ]
: LBRACE nls
  (/* Only enum can have enum constants */
   [ 2 == $t ]?
    enumConstants (nls COMMA)? sep?
    |
  )
  (classBodyDeclaration[$t] (sep classBodyDeclaration[$t])*? sep? RBRACE
  ;
enumConstants
  : enumConstant (nls COMMA nls enumConstant)*
  ;
enumConstant
  : annotationsOpt identifier arguments? anonymousInnerClassDeclaration[1]?
  ;
classBodyDeclaration[int t ]
  : (STATIC nls)? block
    | memberDeclaration[$t]
    ;
memberDeclaration[int t ]
  : methodDeclaration[0, $t]
    | fieldDeclaration
methodDeclaration[int t, int ct]
   : modifiersOpt typeParameters? (returnType[ct] nls)?
      methodName formalParameters
      (      DEFAULT nls elementValue
            |      (nls THROWS nls qualifiedClassNameList)?
            (nls methodBody)?
            )?
      ;

methodName
   : identifier
     | stringLiteral
     ;

returnType[int ct]
   :
      standardType
     | VOID
     ;

fieldDeclaration
   : variableDeclaration[1]
     ;

variableDeclarators
   : variableDeclarator (COMMA nls variableDeclarator)*
     ;

variableDeclarator
   : variableDeclaratorId (nls ASSIGN nls variableInitializer)?
     ;

variableDeclaratorId
   : identifier
     ;

variableInitializer
: enhancedStatementExpression
;

variableInitializers
: variableInitializer (nls COMMA nls variableInitializer)* nls COMMA?
;

emptyDims
: (annotationsOpt LBRACK RBRACK)+
;

emptyDimsOpt
: emptyDims?
;

standardType
options { baseContext = type; }
: annotationsOpt
 ( primitiveType
 | standardClassOrInterfaceType )
 emptyDimsOpt
;

type
: annotationsOpt
 ( ( primitiveType
 | // !!! Error Alternative !!!
 VOID
 )
 | generalClassOrInterfaceType )
 emptyDimsOpt
;

classOrInterfaceType
: ( qualifiedClassName
 | qualifiedStandardClassName )
typeArguments?
;

generalClassOrInterfaceType
options { baseContext = classOrInterfaceType; }  
   : qualifiedClassName typeArguments?  
   ;

standardClassOrInterfaceType
options { baseContext = classOrInterfaceType; }
   : qualifiedStandardClassName typeArguments?  
   ;

primitiveType
   : BuiltInPrimitiveType
   ;

typeArguments
   : LT nls typeArgument (COMMA nls typeArgument)* nls GT
   ;
typeArgument
   : type
   | annotationsOpt QUESTION ((EXTENDS | SUPER) nls type)?
   ;
annotatedQualifiedClassName
   : annotationsOpt qualifiedClassName
   ;

qualifiedClassNameList
   : annotatedQualifiedClassName (COMMA nls annotatedQualifiedClassName)*
   ;
formalParameters
   : LPAREN formalParameterList? rparen
   ;
formalParameterList
   : (formalParameter | thisFormalParameter) (COMMA nls formalParameter)*
   ;
thisFormalParameter
   : type THIS
   ;
formalParameter
   : variableModifiersOpt type? ELLIPSIS? variableDeclaratorId (nls ASSIGN nls expression)?
   ;
methodBody
   : block
qualifiedName
  : qualifiedNameElement (DOT qualifiedNameElement)*

/**
 * Java doesn't have the keywords 'as', 'in', 'def', 'trait' so we make some allowances
 * for them in package names for better integration with existing Java packages
 */
qualifiedNameElement
  : identifier
    | DEF
    | IN
    | AS
    | TRAIT

qualifiedNameElements
  : (qualifiedNameElement DOT)*

qualifiedClassName
  : qualifiedNameElements identifier

qualifiedStandardClassName
  : qualifiedNameElements className (DOT className)*

literal
  : IntegerLiteral                                                             #integerLiteralAlt
    | FloatingPointLiteral                                                        #floatingPointLiteralAlt
    | stringLiteral                                                               #stringLiteralAlt
    | BooleanLiteral                                                              #booleanLiteralAlt
    | NullLiteral                                                                 #nullLiteralAlt

// GSTRING

gstring
  : GStringBegin gstringValue (GStringPart gstringValue)* GStringEnd

gstringValue
  : gstringPath
    | closure
gstringPath
   : identifier GStringPathPart*

   // LAMBDA EXPRESSION
lambdaExpression
   options { baseContext = standardLambdaExpression; }
   : lambdaParameters nls ARROW nls lambdaBody

   // JAVA STANDARD LAMBDA EXPRESSION
standardLambdaExpression
   : standardLambdaParameters nls ARROW nls lambdaBody

lambdaParameters
   options { baseContext = standardLambdaParameters; }
   : formalParameters

   // { a -> a * 2 } can be parsed as a lambda expression in a block, but we expect a closure.
   // So it is better to put parameters in the parentheses and the following single parameter without parentheses is limited
   //   | variableDeclaratorId

standardLambdaParameters
   : formalParameters
   | variableDeclaratorId

lambdaBody
   : block
   | statementExpression

   // CLOSURE
closure
   : LBRACE (nls (formalParameterList nls)? ARROW)? sep? blockStatementsOpt RBRACE

   // GROOVY-8991: Difference in behaviour with closure and lambda
closureOrLambdaExpression
   : closure
   | lambdaExpression

blockStatementsOpt :
  : blockStatements? ;

blockStatements :
  : blockStatement (sep blockStatement)* sep? ;

// ANNOTATIONS

annotationsOpt :
  : (annotation (nls annotation)* nls)? ;

annotation :
  : AT annotationName (nls LPAREN elementValues? rparen)? ;

elementValues :
  : elementValuePair (COMMA elementValuePair)* ;

elementValuePair :
  : elementValuePairName nls ASSIGN nls elementValue ;

elementValuePairName :
  : identifier |
  : keywords ;

// TODO verify the potential performance issue because rule expression contains sub-rule assignments(https://github.com/antlr/grammars-v4/issues/215)

elementValue :
  : elementValueArrayInitializer |
  : annotation |
  : expression ;

elementValueArrayInitializer :
  : LBRACK (elementValue (COMMA elementValue)* COMMA?)? RBRACK
// STATEMENTS / BLOCKS

block
 : LBRACE sep? blockStatementsOpt RBRACE
 |

blockStatement
 : localVariableDeclaration
 |
 |
localVariableDeclaration
 : { !SemanticPredicates.isInvalidLocalVariableDeclaration(_input) }?
   variableDeclaration[0]
 |
 |
/**
 * t 0: local variable declaration; 1: field declaration
 */

/*
variableDeclaration[int t]
 : modifiers nls
   ( type? variableDeclarators
   |
    typeNamePairs nls ASSIGN nls variableInitializer
   )
 |
   type variableDeclarators
 |
 */

typeNamePairs
 : LPAREN typeNamePair (COMMA typeNamePair)* rparen
 |
 |
typeNamePair
 : type? variableDeclaratorId
 |
 |
variableNames
 : LPAREN variableDeclaratorId (COMMA variableDeclaratorId)+ rparen
 |
 |
conditionalStatement
 : ifElseStatement
 |
 |
ifElseStatement
: IF expressionInPar nls tb=statement ((nls | sep) ELSE nls fb=statement)?

switchStatement
: SWITCH expressionInPar nls LBRACE nls (switchBlockStatementGroup+ nls)? RBRACE

loopStatement
: FOR LPAREN forControl rparen nls statement #forStmtAlt
| WHILE expressionInPar nls statement #whileStmtAlt
| DO nls statement nls WHILE expressionInPar #doWhileStmtAlt

continueStatement
: CONTINUE
  identifier?

breakStatement
: BREAK
  identifier?

tryCatchStatement
: TRY resources? nls block
  (nls catchClause)*
  (nls finallyBlock)?

assertStatement
: ASSERT ce=expression (nls (COLON | COMMA) nls me=expression)?

statement
: block #blockStmtAlt
| conditionalStatement #conditionalStmtAlt
| loopStatement #loopStmtAlt
| tryCatchStatement #tryCatchStmtAlt
| SYNCHRONIZED expressionInPar nls block #synchronizedStmtAlt
| RETURN expression? #returnStmtAlt
| THROW expression #throwStmtAlt
| breakStatement #breakStmtAlt
| continueStatement #continueStmtAlt
| identifier COLON nls statement #labeledStmtAlt
| assertStatement #assertStmtAlt
| localVariableDeclaration #localVariableDeclarationStmtAlt
| statementExpression #expressionStmtAlt
| SEMI #emptyStmtAlt
catchClause
  : CATCH LPAREN variableModifiersOpt catchType? identifier rparen nls block
  :

catchType
  : qualifiedClassName (BITOR qualifiedClassName)*
  :

finallyBlock
  : FINALLY nls block
  :

resources
  : LPAREN nls resourceList sep? rparen
  :

resourceList
  : resource (sep resource)*
  :

resource
  : localVariableDeclaration
  | expression
  :

/** Matches cases then statements, both of which are mandatory.
 * To handle empty cases at the end, we add switchLabel* to statement.
 */
switchBlockStatementGroup
  : switchLabel (nls switchLabel)* nls blockStatements
  :

switchLabel
  : CASE expression COLON
  | DEFAULT COLON
  :

forControl
  : enhancedForControl
  | classicalForControl
  :

enhancedForControl
  : variableModifiersOpt type? variableDeclaratorId (COLON | IN) expression
classicalForControl
  : forInit? SEMI expression? SEMI forUpdate?
  ;
forInit
  : localVariableDeclaration
     | expressionList[false]
  ;
forUpdate
  : expressionList[false]
  ;

// EXPRESSIONS

castParExpression
  : LPAREN type rparen
  ;

parExpression
  : expressionInPar
  ;

expressionInPar
  : LPAREN enhancedStatementExpression rparen
  ;

expressionList[boolean canSpread]
  : expressionListElement[ScanSpread] (COMMA expressionListElement[ScanSpread])* 
  ;

expressionListElement[boolean canSpread]
  : MUL? expression
  ;

enhancedStatementExpression
  : statementExpression
     | standardLambdaExpression
  ;

statementExpression
  : commandExpression #commandExprAlt
  ;

postfixExpression
  : pathExpression op=(INC | DEC)?
expression
// must come before postfixExpression to resolve the ambiguities between casting and call on parentheses
evaluation, e.g. (int)(1 / 2)
  castParExpression castOperandExpression  #castExprAlt

// qualified names, array expressions, method invocation, post inc/dec
  postfixExpression  #postfixExprAlt

// ~(BNOT)/!(LNOT) (level 1)
  (BITNOT | NOT) nls expression  #unaryNotExprAlt

// math power operator (***) (level 2)
  left=expression op=POWER nls right=expression  #powerExprAlt

// ++(prefix)/--(prefix)/+(unary)/-(unary) (level 3)
  op=(INC | DEC | ADD | SUB) expression  #unaryAddExprAlt

// multiplication/division/modulo (level 4)
  left=expression nls op=(MUL | DIV | MOD) nls right=expression  #multiplicativeExprAlt

// binary addition/subtraction (level 5)
  left=expression op=(ADD | SUB) nls right=expression  #additiveExprAlt

// bit shift expressions (level 6)
  left=expression nls
    ( dOp=LT LT
tgOp=GT GT GT
dgOp=GT GT )
  rangeOp=( RANGE_INCLUSIVE RANGE_EXCLUSIVE )
  ) nls
  right=expression  #shiftExprAlt

// boolean relational expressions (level 7)
  left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type  #relationalExprAlt
  left=expression nls op=(LE | GE | GT | LT | IN | NOT_IN) nls right=expression  #relationalExprAlt

// equality/inequality (==/!=) (level 8)
  left=expression nls
    op=( IDENTICAL
      | NOT_IDENTICAL
      | EQUAL
      | NOTEQUAL
      | SPACESHIP
      )
) nls
right=expression #equalityExprAlt

  // regex find and match (=~ and ==~) (level 8.5)
  // jez: moved =~ closer to precedence of == etc, as...
  // 'if (foo =~ "a.c")' is very close in intent to 'if (foo == "abc")'
  | left=expression nls op=(REGEX_FIND | REGEX_MATCH) nls right=expression #regexExprAlt

  // bitwise or non-short-circuiting and (\&) (level 9)
  | left=expression nls op=BITAND nls right=expression #andExprAlt

  // exclusive or (^) (level 10)
  | left=expression nls op=XOR nls right=expression #exclusiveOrExprAlt

  // bitwise or non-short-circuiting or (\|) (level 11)
  | left=expression nls op=BITOR nls right=expression #inclusiveOrExprAlt

  // logical and (\&\&) (level 12)
  | left=expression nls op=AND nls right=expression #logicalAndExprAlt

  // logical or (\||) (level 13)
  | left=expression nls op=OR nls right=expression #logicalOrExprAlt

  // conditional test (level 14)
  | <assoc=right> con=expression nls
    ( QUESTION nls tb=expression nls COLON nls
    | ELVIS nls
    )
  fb=expression #conditionalExprAlt

  // assignment expression (level 15)
  // "(a = [1])" is a special case of multipleAssignmentExprAlt, it will be handle by assignmentExprAlt
  | <assoc=right> left=variableNames nls op=ASSIGN nls right=statementExpression
  #multipleAssignmentExprAlt
  | <assoc=right> left=expression nls
    op=( ASSGN
    | ADD_ASSIGN
    | SUB_ASSIGN
    | MUL_ASSIGN
    | DIV_ASSIGN
    | AND_ASSIGN
    | OR_ASSIGN
    | XOR_ASSIGN
    | RSHIFT_ASSIGN
    | URSHIFT_ASSIGN
    | LSHIFT_ASSIGN
    | MOD_ASSIGN
    | POWER_ASSIGN

---

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| ELVIS_ASSIGN  
) nls  
| enhancedStatementExpression  
;

castOperandExpression  
options { baseContext = expression; }  
: castParExpression castOperandExpression  
| postfixExpression  
| ~ (BNOT | !(LNOT)  
| (BITNOT | NOT) nls castOperandExpression  
// ~(BNOT)/!(LNOT)  
| (BITNOT | NOT) nls castOperandExpression  
// ++(prefix)/--(prefix)/+(unary)/-(unary)  
| op=(INC | DEC | ADD | SUB) castOperandExpression  
// ++(prefix)/--(prefix)/+(unary)/-(unary)  
| op=(INC | DEC | ADD | SUB) castOperandExpression  
;

commandExpression  
: expression  
(  
{ !SemanticPredicates.isFollowingArgumentsOrClosure($expression.ctx) }?  
argumentList  
|  
/* if pathExpression is a method call, no need to have any more arguments */  
)  
commandArgument*  
;

commandArgument  
: commandPrimary  
// what follows is either a normal argument, parens,  
// an appended block, an index operation, or nothing  
// parens (a b already processed):  
// a b c) d e -> a(b).c().d(e)  
// a b c) d e -> a(b).c().call().d(e)  
// index (a b already processed):  
// a b c[x] d e -> a(b).c[x].d(e)  
// a b c[x][y] d e -> a(b).c[x][y].d(e)  
// block (a b already processed):  
// a b c {x} d e -> a(b).c({x}).d(e)  
//  
// parens/block completes method call  
// index makes method call to property get with index  
//  
( pathElement+  
| argumentList
A "path expression" is a name or other primary, possibly qualified by various forms of dot, and/or followed by various kinds of brackets.

It can be used for value or assigned to, or else further qualified, indexed, or called.

It is called a "path" because it looks like a linear path through a data structure.

Examples: x.y, x?.y, x*.y, x.@y; x[], x[y], x[y,z]; x(), x(y), x(y,z); x[s]; a.b[n].c(x).d[s]

(Compare to a C lvalue, or LeftHandSide in the JLS section 15.26.)

General expressions are built up from path expressions, using operators like ‘+’ and ‘=’.

* t 0: primary, 1: namePart, 2: arguments, 3: closureOrLambdaExpression, 4: indexPropertyArgs, 5: namedPropertyArgs,
  6: non-static inner class creator

/*
pathExpression returns [int t]
:
   (primary
    |
    // if ‘static’ followed by DOT, we can treat them as identifiers, e.g. static.unused = { -> }
    [ _input.LT(2).getType() == DOT ]?
    STATIC
    ) (pathElement { $t = $pathElement.t; })*

pathElement returns [int t]
:
   nls
    |
    // AT: foo.@bar selects the field (or attribute), not property
    (   DOT // The all-powerful dot.
        |
        SPREAD_DOT // Spread operator: x*.y === x?.collect{it.y}
        |
        SAFE_DOT // Optional-null operator: x?.y === (x==null)?null:x.y
        |
        SAFE_CHAIN_DOT // Optional-null chain operator: x??y.z === x?.y?.z
    ) nls (AT | nonWildcardTypeArguments)?
    |
    METHOD_POINTER nls // Method pointer operator: foo.&y == foo.metaClass.getMethodPointer(foo,
    "y")
    |
    METHOD_REFERENCE nls // Method reference: System.out::println
    )
namePart
{ $t = 1; }
|
DOT nls NEW creator[1]
{ $t = 6; }
// Can always append a block, as foo{bar}
| closureOrLambdaExpression
    { $t = 3; }

| arguments
    { $t = 2; }

// Element selection is always an option, too.
// In Groovy, the stuff between brackets is a general argument list,
// since the bracket operator is transformed into a method call.
| indexPropertyArgs
    { $t = 4; }

| namedPropertyArgs
    { $t = 5; }

; /*
* This is the grammar for what can follow a dot:  x.a, x.@a, x.&a, x.'a', etc.
*/
namePart
:
    ( identifier

// foo.'bar' is in all ways same as foo.bar, except that bar can have an arbitrary spelling
| stringLiteral

| dynamicMemberName

/**
* just a PROPOSAL, which has not been implemented yet!
* PROPOSAL, DECIDE: Is this inline form of the 'with' statement useful?
* Definition:  a.{foo} === {with(a) {foo}}
* May cover some path expression use-cases previously handled by dynamic scoping (closure delegates).
| block
*/

// let's allow common keywords as property names
| keywords
)
;

/**
* If a dot is followed by a parenthesized or quoted expression, the member is computed dynamically,
* and the member selection is done only at runtime. This forces a statically unchecked member access.
*/
dynamicMemberName
    : parExpression
gstring

/** An expression may be followed by [...].
* Unlike Java, these brackets may contain a general argument list,
* which is passed to the array element operator, which can make of it what it wants.
* The brackets may also be empty, as in T[]. This is how Groovy names array types.
*/

indexPropertyArgs
  : QUESTION? LBRACK expressionList[true]? RBRACK
    ;

namedPropertyArgs
  : QUESTION? LBRACK (namedPropertyArgList | COLON) RBRACK
    ;

primary
  :
    // Append `typeArguments?` to `identifier` to support constructor reference with generics, e.g.
    HashMap<String, Integer>::new
    // Though this is not a graceful solution, it is much faster than replacing `builtInType` with `type`
    identifier typeArguments?
        #identifierPrmrAlt
  | literal
  | gstring
  | NEW nls creator[0]
  | THIS
  | SUPER
  | parExpression
  | closureOrLambdaExpression
  | list
  | map
  | builtInType
  ;

namedPropertyArgPrimary
options { baseContext = primary; }
  : identifier
    #identifierPrmrAlt
  | literal
    #literalPrmrAlt
  | gstring
    #gstringPrmrAlt
  | parExpression
    #parenPrmrAlt
  | closureOrLambdaExpression
    #closureOrLambdaExpressionPrmrAlt
  | list
    #listPrmrAlt
  | map
    #mapPrmrAlt
  | builtInType
    #builtInTypePrmrAlt
  ;

namedArgPrimary
options { baseContext = primary; }
  : identifier
    #identifierPrmrAlt
  | literal
    #literalPrmrAlt
  | gstring
    #gstringPrmrAlt
commandPrimary

options { baseContext = primary; }
    : identifier #identifierPrmrAlt
    | literal #literalPrmrAlt
    | gstring #gstringPrmrAlt
    ;

list
    : LBRACK expressionList[true]? COMMA? RBRACK
    ;

map
    : LBRACK
      ( mapEntryList COLON? COMMA? ) COLON? RBRACK
    ;

mapEntryList
    : mapEntry (COMMA mapEntry)*
    ;

namedPropertyArgList
    options { baseContext = mapEntryList; }
    : namedPropertyArg (COMMA namedPropertyArg)*
    ;

mapEntry
    : mapEntryLabel COLON nls expression
    | MUL COLON nls expression
    ;

namedPropertyArg
    options { baseContext = mapEntry; }
    : namedPropertyArgLabel COLON nls expression
    | MUL COLON nls expression
    ;

namedArg
    options { baseContext = mapEntry; }
    : namedArgLabel COLON nls expression
    | MUL COLON nls expression
    ;

mapEntryLabel
    : keywords
namedPropertyArgLabel
options { baseContext = mapEntryLabel; }
  : keywords
  | namedPropertyArgPrimary
  ;

namedArgLabel
options { baseContext = mapEntryLabel; }
  : keywords
  | namedArgPrimary
  ;

/**
 * t 0: general creation; 1: non-static inner class creation
 */
creator[int t]
  : createdName
    ( nls arguments anonymousInnerClassDeclaration[0]?
    | dim+ (nls arrayInitializer)?
    )
  ;

dim
  : annotationsOpt LBRACK expression? RBRACK
  ;

arrayInitializer
  : LBRACE nls (variableInitializers nls)? RBRACE
  ;

/**
 * t 0: anonymous inner class; 1: anonymous enum
 */
anonymousInnerClassDeclaration[int t]
  : classBody[0]
  ;

createdName
  : annotationsOpt
    ( primitiveType
    | qualifiedClassName typeArgumentsOrDiamond?
    )
  ;

nonWildcardTypeArguments
: LT nls typeList nls GT
;

typeArgumentsOrDiamond
: LT GT
| typeArguments
;

arguments
: LPAREN enhancedArgumentListInPar? COMMA? rparen
;

argumentList
options { baseContext = enhancedArgumentListInPar; }
: firstArgumentListElement
 ( COMMA nls
  argumentListElement
 )*;
;
enhancedArgumentList
options { baseContext = enhancedArgumentListInPar; }
: firstEnhancedArgumentListElement
 ( COMMA nls
  enhancedArgumentListElement
 )*;
;
enhancedArgumentListInPar
: enhancedArgumentListElement
 ( COMMA nls
  enhancedArgumentListElement
 )*;
;
firstArgumentListElement
options { baseContext = enhancedArgumentListElement; }
: expressionListElement[true]
| namedArg
;

argumentListElement
options { baseContext = enhancedArgumentListElement; }
: expressionListElement[true]
| namedPropertyArg
;

firstEnhancedArgumentListElement
options { baseContext = enhancedArgumentListElement; }
  : expressionListElement[true]
  | standardLambdaExpression
  | namedArg
  :

enhancedArgumentListElement
  : expressionListElement[true]
  | standardLambdaExpression
  | namedPropertyArg
  :

stringLiteral
  : StringLiteral
  :

className
  : CapitalizedIdentifier
  :

identifier
  : Identifier
  | CapitalizedIdentifier
  | VAR
  | IN
//  | DEF
  | TRAIT
  | AS
  :

builtinType
  : BuiltInPrimitiveType
  | VOID
  :

keywords
  : ABSTRACT
  | AS
  | ASSERT
  | BREAK
  | CASE
  | CATCH
  | CLASS
  | CONST
  | CONTINUE
  | DEF
  | DEFAULT
  | DO
ELSE
ENUM
EXTENDS
FINAL
FINALLY
FOR
GOTO
IF
IMPLEMENTS
IMPORT
IN
INSTANCEOF
INTERFACE
NATIVE
NEW
PACKAGE
RETURN
STATIC
STRICTFP
SUPER
SWITCH
SYNCHRONIZED
THIS
THROW
THROWS
TRANSIENT
TRAIT
THREADSAFE
TRY
VAR
VOLATILE
WHILE

NullLiteral
BooleanLiteral

BuiltInPrimitiveType
VOID

PUBLIC
PROTECTED
PRIVATE

rparen
: RPAREN
;

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Found in path(s):
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/org/codehaus/groovy/antlr/java/java.g
* /opt/cola/permits/1169675115_1622438715.26/0/groovy-3-0-8-sources-jar/GroovyParser.g4

1.2883 jetty-security 9.4.41.v20210516

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The following artifacts are EPL.
* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.
https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

OW2

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org.ow2.asm:asm-commons
org.ow2.asm:asm

Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util
org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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1.2884 babel-plugin-transform-es2015-for-of

6.23.0

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org.kitesdk.data.spi.filesystem.Loader

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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/MultiLevelIterator.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/AbstractDatasetRepository.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/AbstractMetadataProvider.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/AbstractRefinableView.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/UnknownFormatException.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/MarkerRange.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/URIPattern.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemPartitionIterator.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/PathIterator.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/RandomAccessDataset.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/AbstractDataset.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/FileSystemView.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/PathConversion.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/ParquetAppender.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/partition/IntRangeFieldPartitioner.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1.jar/org/kitesdk/data/spi/MetadataProvider.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1.jar/org/kitesdk/data/IncompatibleSchemaException.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemDataset.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/PartitionedDataset.java

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  jar/org/kitesdk/data/spi/filesystem/FileSystemUtil.java
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  jar/org/kitesdk/data/spi/TemporaryDatasetRepositoryAccessor.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/DatasetRecordException.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/spi/filesystem/CSVUtil.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/spi/filesystem/CSVAppender.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
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  jar/org/kitesdk/data/spi/filesystem/CSVRecordBuilder.java
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* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/spi/Registration.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/spi/TimeDomain.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/spi/filesystem/CSVProperties.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-
  jar/org/kitesdk/data/ValidationException.java
jar/org/kitesdk/data/spi/filesystem/FileSystemProperties.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/JsonUtil.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemDatasets.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/KeyReaderWrapper.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/filesystem/FileSystemWriter.java
* /opt/cola/permits/1202446424_1631568199.51/0/kite-data-core-1-1-0-sources-1-jar/org/kitesdk/data/spi/Conversions.java

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* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Monitor.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/package-info.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/SortedLists.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Ascii.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Strings.java
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* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncaughtExceptionHandler.java

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  jar/com/google/common/graph/MutableValueGraph.java
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  jar/com/google/common/graph/AbstractGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/AbstractUndirectedNetworkConnections.java
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  jar/com/google/common/graph/NetworkConnections.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/graph/GraphBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/graph/package-info.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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jar/com/google/common/collection/NaturalOrdering.java
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jar/com/google/common/collection/Lists.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ExplicitOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/RegularImmutableSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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jar/com/google/common/collection/ByFunctionOrdering.java
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jar/com/google/common/collect/MapDifference.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Defaults.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CountingOutputStream.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CountingInputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/LittleEndianDataOutputStream.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharStreams.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteStreams.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/ImmutableLongArray.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/BigDecimalMath.java
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* */

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* *
* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's *
* java.util.HashMap class.
Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/Striped.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/WrappingExecutorService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractScheduledService.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedExecutionException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheStats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractCompositeHashFunction.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/RegularImmutableSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/ImmutableSortedMultisetFauxverideShim.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/GeneralRange.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/ForwardingSortedMultiset.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/SortedIterable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/RangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/AbstractRangeSet.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/Count.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/SortedIterables.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collcct/ImmutableSortedMultiset.java

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 */
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 * 
 * <p>This method assumes that the collection size doesn't change while the method is running.
 * 
 */
* TODO(kevinb): support concurrently modified collections?
*
* @param c the collection for which to return an array of elements
*/

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ObjectArrays.java

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*/
/
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* http://code.google.com/p/smhasher/source/browse/trunk/MurmurHash3.cpp, which contained the
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jar/com/google/common/base/SmallCharMatcher.java

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Dispatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenerCallQueue.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/MoreObjects.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/Java8Usage.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/eventbus/Subscriber.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TrustedListenableFutureTask.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeToken.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFluentFutureCatchingSpecialization.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/CollectionFuture.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/CharEscaper.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/PatternFilenameFilter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/BytesToCharEscaper.java
jar/com/google/common/escape/CharEscaperBuilder.java
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  jar/com/google/common/util/concurrent/TimeoutFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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  jar/com/google/common/annotations/VisibleForTesting.java
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  jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
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  jar/com/google/common/hash/HashingInputStream.java
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  jar/com/google/common/base/VerifyException.java
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  jar/com/google/common/collect/AbstractTable.java
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  jar/com/google/common/util/concurrent/Runnables.java
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  jar/com/google/common/base/Verify.java
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  jar/com/google/common/eventbus/SubscriberExceptionContext.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
  jar/com/google/common/collect/FilteredMultimapValues.java
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jar/com/google/common/io/CharSequenceReader.java
* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/base/Utf8.java
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* /opt/cola/permits/1119092615_1608716259.54/jar/com/google/common/collect/JdkBackedImmutableBiMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredKeyListMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AllEqualOrdering.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedListIterator.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredEntrySetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/CompactLinkedHashSet.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredSetMultimap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/AbstractSortedKeySortedSetMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ImmutableEnumMap.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingBlockingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingDeque.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TransformedIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/ForwardingImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/TreeTraverser.java
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*/

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  jar/com/google/common/base/ExtraObjectsMethodsForWeb.java
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 */
/*
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/MultimapBuilder.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/MoreFiles.java
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jar/com/google/common/collection/ImmutableMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/Range.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/collection/ImmutableMapKeySet.java
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*/
/**
* Holder for web specializations of methods of [code Shorts]. Intended to be empty for regular
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/LinearTransformation.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collection/FilteredKeyMultimap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Parameter.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSink.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/Closer.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/Stats.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/html/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/PairStatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/Element.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/CharSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/math/StatsAccumulator.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/package-info.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/reflect/TypeCapture.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/LongAddable.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/io/ByteSource.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/hash/ChecksumHashFunction.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/BaseGraph.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
jar/com/google/common/graph/Traverser.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-
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jar/com/google/common/graph/IncidentEdgeSet.java
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jar/com/google/common/collect/CompactHashing.java

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*/
/*
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*/
/**
* Outer class that exists solely to let us write [@code Partially.GwtIncompatible] instead of plain
* [@code GwtIncompatible]. This is more accurate for [@link Futures#catching], which is available
* under GWT but with a slightly different signature.
*
* &lt;p&gt;We can't use [@code PartiallyGwtIncompatible] because then the GWT compiler wouldn't recognize
* it as a [@code GwtIncompatible] annotation. And for [@code Futures.catching], we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
*/

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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/cache/Striped64.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/base/CharMatcher.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/util/concurrent/ListenableFutureTask.java
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/net/PercentEscaper.java
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* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/escape/Escaper.java
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  jar/com/google/common/collection/MinMaxPriorityQueue.java
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  jar/com/google/common/collection/AbstractSequentialIterator.java
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*/
/**
* Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable} key.</b>
* Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy version.
* @throws UnsupportedOperationException always
* @deprecated <b>Pass a key of type {@code Comparable} to use {@link ImmutableSortedMap#of(Comparable, Object)}.</b>
*/

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/collect/ImmutableSortedMapFauxverideShim.java

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*/
/**
* Holder for web specializations of methods of [code Floats]. Intended to be empty for regular
* version.
*/

Found in path(s):
* /opt/cola/permits/1119092615_1608716259.54/0/guava-30-1-jre-sources-1-jar/com/google/common/primitives/FloatsMethodsForWeb.java

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Class, field, and method level annotations for describing thread-safety policies.
</p>

<p>
Three class-level annotations describe the <em>intended</em> thread-safety promises of a class: <code>@Immutable</code>, <code>@ThreadSafe</code>, and <code>@NotThreadSafe</code>. <code>@Immutable</code> means that the class is immutable, and implies <code>@ThreadSafe</code>. <code>@NotThreadSafe</code> is optional; if a class is not annotated as thread-safe, it should be presumed not to be thread-safe, but if you want to make it extra clear, use <code>@NotThreadSafe</code>.
</p>
These annotations are relatively unintrusive and are beneficial to both users and maintainers. Users can see immediately whether a class is thread-safe, and maintainers can see immediately whether thread-safety guarantees must be preserved.Annotations are also useful to a third constituency: tools. Static code-analysis tools may be able to verify that the code complies with the contract indicated by the annotation, such as verifying that a class annotated with `<code>@Immutable</code>` actually is immutable.

Field and method annotations

The class-level annotations above are part of the public documentation for the class. Other aspects of a class's thread-safety strategy are entirely for maintainers and are not part of its public documentation.

Classes that use locking should document which state variables are guarded with which locks, and which locks are used to guard those variables. A common source of inadvertent non-thread-safety is when a thread-safe class consistently uses locking to guard its state, but is later modified to add either new state variables that are not adequately guarded by locking, or new methods that do not use locking properly to guard the existing state variables. Documenting which variables are guarded by which locks can help prevent both types of omissions.

The `<code>@GuardedBy(lock)</code>` annotation documents that a field or method should be accessed only with a specific lock held.

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1.2927 toggle-selection 1.0.6 1.0.6

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1.2928 json-schema-ref-parser 3.3.1 3.3.1

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jar/org/snmp4j/transport/DefaultUdpTransportMapping.java

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SNMP4J 2 - TLSTMExtendedTrustManagerFactory.java

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1.2936 fast-deep-equal 1.1.0 1.1.0

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1.2938 kudu-client 1.14.0

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* org.eclipse.jetty.orbit:javax.security.auth.message

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* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html
* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

------

Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
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org.ow2.asm:asm-commons
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org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
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org.eclipse.jetty.toolchain:jetty-schemas

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For hadoop-common-project/hadoop-common/src/main/native/gtest
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hadoop-tools/hadoop-sls/src/main/html/css/bootstrap-responsive.min.css
bootstrap v3.3.6
broccoli-asset-rev v2.4.2
broccoli-funnel v1.0.1
datatables v1.10.8
datatable v0.5.13
datatable v0.1.6
datatable v2.2.0
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datatable v0.5.1
datatable v1.13.13
datatable v1.0.0
datatable v5.1.6
datatable v0.4.0
datatable v1.2.0
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loader.js v3.3.0
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qunit v1.19.0
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snippet-ss v1.11.0
spin.js v2.3.2
Azure Data Lake Store - Java client SDK 2.0.11
JCodeings 1.0.8
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* Abstract: The main routine
 *
* ...
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1.2974 extend-shallow 2.0.1 2.0.1

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* org.eclipse.jetty.orbit:javax.mail.glassfish
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* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

Oracle OpenJDK

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* java.sun.security.ssl

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org.ow2.asm:asm-commons
org.ow2.asm:asm

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org.apache.taglibs:taglibs-standard-spec
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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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1.2980 unset-value 1.0.0 1.0.0

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*/opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3.jar/com/esotericsoftware/reflectasm/ConstructorAccess.java
*/opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3.jar/com/esotericsoftware/reflectasm/PublicConstructorAccess.java
*/opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3.jar/com/esotericsoftware/reflectasm/MethodAccess.java
*/opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3.jar/com/esotericsoftware/reflectasm/FieldAccess.java
*/opt/cola/permits/1145449535_1616181967.19/0/reflectasm-1-10-1-sources-3.jar/com/esotericsoftware/reflectasm/AccessClassLoader.java

@babel/plugin-proposal-json-strings
7.16.0

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super 6.24.1
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1.2991 mongo-java-driver 3.12.4

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/connection/netty/ReadTimeoutHandler.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/FallbackMongoIterableFactory.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/Java8FindIterableImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/Java8ListIndexesIterableImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/client/internal/Java8ForEachHelper.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/pojo/PropertyMetadata.java
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jar/org/bson/json/ShellObjectIdConverter.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/mongo-java-driver-3-12-4-sources.jar/com/mongodb/client/DistinctIterable.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/mongo-java-driver-3-12-4-sources.jar/org/bson/internal/LazyCodec.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/mongo-java-driver-3-12-4-sources.jar/org/bson/util/AbstractCopyOnWriteMap.java
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 * Returns an array containing all of the elements in this deque, in
 * proper sequence (from first to last element).
 *
 * <p>The returned array will be ”safe” in that no references to it are
 * maintained by this deque. (In other words, this method must allocate
 * a new array). The caller is thus free to modify the returned array.
 *
 * <p>This method acts as bridge between array-based and collection-based
 * APIs.
 *
 * @return an array containing all of the elements in this deque
 */

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalDateCodec.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/codecs/jsr310/LocalTimeCodec.java

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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/TlsChannelBuilder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannelGroup.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/tlschannel/async/AsynchronousTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/ExtendedAsynchronousByteChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/impl/BufferHolder.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/impl/ByteBufferSet.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/impl/TlsChannelFlowControlException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/impl/TlsChannelImpl.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/impl/TlsChannelCallbackException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/ClientTlsChannel.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/TrackingAllocator.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/internal/connection/TlsChannel.java
jar/com/mongodb/internal/connection/tschannel/NeedsReadException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
jar/com/mongodb/internal/connection/tschannel/NeedsWriteException.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-
jar/com/mongodb/internal/connection/tschannel/NeedsTaskException.java
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jar/com/mongodb/internal/authentication/SaslPrep.java
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* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/org/bson/internal/UnsignedLongs.java
* /opt/ws_local/PERMITS_SQL/1065171190_1593486559.87/0/mongo-java-driver-3-12-4-sources-jar/com/mongodb/annotations/Beta.java
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* https://github.com/marianobarrillos/tls-channel
*/
/**  
* Writes a sequence of bytesProduced to this channel from a subsequence of the  
* given buffers.  
*  
* <p>  
* See {@link GatheringByteChannel#write(ByteBuffer[], int, int)} for more  
* details of the meaning of this signature.  
*  
* <p>  
* This method behaves slightly different than the interface specification,  
* with respect to non-blocking responses, see {@link #write(ByteBuffer)}  
* for more details.  
*  
* @param srcs   The buffers from which bytesProduced are to be retrieved
* @param offset The offset within the buffer array of the first buffer from  
* which bytesProduced are to be retrieved; must be non-negative and no  
* larger than <tt>srcs.length</tt>
* @param length The maximum number of buffers to be accessed; must be  
* non-negative and no larger than <tt>srcs.length</tt>
* &nbsp;-&nbsp;&nbsp;&lt;tt&gt;offset&lt;/tt&gt;
* @return The number of bytesProduced written, contrary to the behavior specified  
* in {@link ByteChannel}, this method never returns 0, but throws  
* [ @link WouldBlockException]  
* @throws IndexOutOfBoundsException If the preconditions on the &lt;tt&gt;offset&lt;/tt&gt; and
* @param dsts   The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer into
*                which bytesProduced are to be transferred; must be non-negative and no
*                larger than <tt>dsts.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*                non-negative and no larger than <tt>dsts.length</tt>
*                &nbsp;-&nbsp;<tt>offset</tt>
* @return The number of bytesProduced read, or &lt;tt&gt;-1&lt;/tt&gt; if the channel has
*          reached end-of-stream; contrary to the behavior specified in
*          { @link ByteChannel}, this method never returns 0, but throws
*          { @link WouldBlockException}
* @throws IndexOutOfBoundsException If the preconditions on the &lt;tt&gt;offset&lt;/tt&gt; and
*                                     &lt;tt&gt;length&lt;/tt&gt; parameters do not hold
* @throws WouldBlockException       if the channel is in non-blocking mode and the IO operation
*                                     cannot be completed immediately
* @throws NeedsTaskException        if the channel is not configured to run tasks automatically
*                                     and a task needs to be executed to complete the operation
* @throws SSLException              if the { @link SSLEngine} throws a SSLException
* @throws IOException               if the underlying channel throws an IOException
*/

/**
* Reads a sequence of bytesProduced from this channel into a subsequence of the
* given buffers.
*
* See { @link ScatteringByteChannel#read(ByteBuffer[], int, int)} for more
* details of the meaning of this signature.
*
* This method behaves slightly different than the interface specification,
* with respect to non-blocking responses, see { @link #read(ByteBuffer)} for
* more details.
*
* @param dsts   The buffers into which bytesProduced are to be transferred
* @param offset The offset within the buffer array of the first buffer into
*                which bytesProduced are to be transferred; must be non-negative and no
*                larger than <tt>dsts.length</tt>
* @param length The maximum number of buffers to be accessed; must be
*                non-negative and no larger than <tt>dsts.length</tt>
*                &nbsp;-&nbsp;<tt>offset</tt>
* @return The number of bytesProduced read, or &lt;tt&gt;-1&lt;/tt&gt; if the channel has
*          reached end-of-stream; contrary to the behavior specified in
*          { @link ByteChannel}, this method never returns 0, but throws
*          { @link WouldBlockException}
* @throws IndexOutOfBoundsException If the preconditions on the &lt;tt&gt;offset&lt;/tt&gt; and
*                                     &lt;tt&gt;length&lt;/tt&gt; parameters do not hold
* @throws WouldBlockException       if the channel is in non-blocking mode and the IO operation
*                                     cannot be completed immediately
* @throws NeedsTaskException        if the channel is not configured to run tasks automatically
*                                     and a task needs to be executed to complete the operation
* @throws SSLException              if the { @link SSLEngine} throws a SSLException
* @throws IOException               if the underlying channel throws an IOException
*/
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* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.
* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.
* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

* javax.servlet:javax.servlet-api
* javax.annotation:javax.annotation-api
* javax.transaction:javax.transaction-api
* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

* java.sun.security.ssl
These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.
http://openjdk.java.net/legal/gplv2+ce.html

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of http://asm.ow2.org/license.html

org.ow2.asm:asm-commons
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec
org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp
org.apache.tomcat:tomcat-jasper
org.apache.tomcat:tomcat-juli
org.apache.tomcat:tomcat-jsp-api
org.apache.tomcat:tomcat-el-api
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-api
org.apache.tomcat:tomcat-util-scan
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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1.3002 invert-kv 2.0.0 2.0.0

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1.3003 string-width 2.1.1 2.1.1

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1.3005 object-component 0.0.3 0.0.3

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1.3009 config 1.0.0

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1.3014 jsesc 1.3.0 1.3.0

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1.3015 model-mapper 1.1.0

1.3016 metrics 0.1.21 0.1.21

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1.3017 jasper-runtime 5.5.12

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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/PrimitiveTypeMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/assign/primitive/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/dynamic/TypeResolutionStrategy.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/IsNamedMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/description/type/TypeList.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/ArrayTypeMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bind/MethodDelegationBinder.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/utility/JavaType.java
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jar/net/bytebuddy/implementation/bytecode/Multiplication.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/DeclaringFieldMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/constant/MethodConstant.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/utility/CompoundList.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/StubMethod.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/assign/InstanceCheck.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/dynamic/loading/ByteArrayClassLoader.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/FieldAccessor.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/description/annotation/AnnotationSource.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/description/method/ParameterList.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/asm/Advice.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/assign/reference/ReferenceTypeAwareAssigner.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/utility/JavaConstant.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bind/annotation/Pipe.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/constant/JavaConstantValue.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/type/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/ModifierMatcher.java

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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/DefinedShapeMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/LatentMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/NullMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/dynamic/scaffold/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/Addition.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/HashCodeMethod.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/constant/TextConstant.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bind/annotation/Super.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/SuperMethodCall.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bind/DeclaringTypeResolver.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/VisibilityMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/asm/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/Removal.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/utility/visitor/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/asm/MemberRemoval.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/CollectionOneToOneMatcher.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/description/method/package-info.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bytecode/constant/FieldConstant.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/implementation/bind/annotation/Argument.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/description/DeclaredByType.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/utility/RandomString.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/agent/builder/ResettableClassFileTransformer.java
* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/matcher/NegatingMatcher.java
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* /opt/cola/permits/1258286336_1643052509.41/0/byte-buddy-1-9-3-sources-jar/net/bytebuddy/ByteBuddy.java
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jar/net/bytebuddy/jar/asm/ClassTooLargeException.java
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jar/net/bytebuddy/jar/asm/Handle.java
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jar/net/bytebuddy/jar/asm/SymbolTable.java
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jar/net/bytebuddy/jar/asm/AnnotationWriter.java
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Manifest-Version: 1.0
Bundle-Description: Byte Buddy is a Java library for creating Java classes at run time. This artifact is a build of Byte Buddy with all ASM dependencies repackaged into its own name space.
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: net.bytebuddy.byte-buddy
Built-By: rafael
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