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1.5 archive 2.0.0
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Julian Seward, jseward@bzip.org
bzlib2/libbz2 version 1.0.6 of 6 September 2010
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1.6 async-dart 1.12.0

1.6.1 Available under license :

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1.7 bcprov-jdk15on 1.60

1.8 boost 1.69.0

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]
/*
 *
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*
*/

#include "licence_info.hpp"
#include "bcp_imp.hpp"
#include "fileview.hpp"
#include <fstream>
#include <iomanip>
#include <cstring>
#include <stdexcept>
#include <boost/lexical_cast.hpp>
#include <boost/filesystem/operations.hpp>
#include <boost/throw_exception.hpp>

// split_path is a small helper for outputting a path name,
// complete with a link to that path:
//
struct split_path
{
    const fs::path& root;
    const fs::path& file;
    split_path(const fs::path& r, const fs::path& f)
        : root(r), file(f){}
    private:
        split_path& operator=(const split_path&);
};

std::ostream& operator << (std::ostream& os, const split_path& p)
std::string make_link_target(const std::string& s)
{
    // convert an arbitrary string into something suitable
    // for an <a> name:
    std::string result;
    for(unsigned i = 0; i < s.size(); ++i)
    {
        result.append(1, static_cast<std::string::value_type>(std::isalnum(s[i]) ? s[i] : '_'));
    }
    return result;
}

void bcp_implementation::output_license_info()
{
    std::pair<const license_info*, int> licenses = get_licenses();

    std::map<int, license_data>::const_iterator i, j;
    i = m_license_data.begin();
    j = m_license_data.end();

    std::ofstream os(m_dest_path.string().c_str());
    if(!os)
    {
        std::string msg("Error opening ");
        msg += m_dest_path.string();
        msg += " for output.");
        std::runtime_error e(msg);
        boost::throw_exception(e);
    }
    os <<
        "<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">\n"
        "<html>\n"
        "<head>\n"
        "<title>Boost Licence Dependency Information";
    if(m_module_list.size() == 1)
    {
        os << " for " << *(m_module_list.begin());
    }
    os <<
        "</title>\n"
        "</head>\n"
        "<body>\n"
"<H1>Boost Licence Dependency Information";
if(m_module_list.size() == 1)
{
  os << " for " << *(m_module_list.begin());
}

os << "</H1>
"<H2>Contents</h2>
"<pre><a href="#input">Input Information</a>
if(!m_bsl_summary_mode)
  os << "<a href="#summary">Licence Summary</a>
os << "<a href="#details">Licence Details</a>
while(i != j)
{
  // title:
  os << " <A href="#" make_link_target(licenses.first[i->first].license_name)
  "</a>" << licenses.first[i->first].license_name << "</a>
  ++i;
}

os << "<a href="#files">Files with no recognised license</a>
"<a href="#authors">Files with no recognised copyright holder</a>
if(!m_bsl_summary_mode)
{
  os << "Moving to the Boost Software License...\n"
  " <a href="#bsl-converted">Files that can be automatically converted to the Boost Software License</a>
  " <a href="#to-bsl">Files that can be manually converted to the Boost Software License</a>
  " <a href="#not-to-bsl">Files that can NOT be moved to the Boost Software License</a>
  " <a href="#need-bsl-authors">Authors we need to move to the Boost Software License</a>
  " <a href="#copyright">Copyright Holder Information</a>
}

os << "<a href="#depend">File Dependency Information</a>
"</pre>

// input Information:
//
// os << "<a name="input"></a><h2>Input Information</h2>
//if(m_scan_mode)
//  os << "The following files were scanned for boost dependencies:<BR>
//  else
//  os << "The following Boost modules were checked:<BR>

std::list<std::string>::const_iterator si = m_module_list.begin();
std::list<std::string>::const_iterator sj = m_module_list.end();
while(si != sj)
{
    os << *si << "<BR>";
    ++si;
}
os << "</p><p>The Boost path was: <code>" << m_boost_path.string() << "</code></P>";
/
// extract the boost version number from the boost directory tree,
// not from this app (which may have been built from a previous
// version):
/
// fileview version_file(m_boost_path / "boost/version.hpp")
static const boost::regex version_regex("^[[:blank:]]*\#define[[:blank:]]+BOOST_VERSION[[:blank:]]+(\d+)";
boost::cmatch what;
if(boost::regex_search(version_file.begin(), version_file.end(), what, version_regex))
{
    int version = boost::lexical_cast<int>(what.str(1));
os << "The Boost version is: " << version / 100000 << "." << version / 100 % 100 << "\n";
}
/
// output each license:
/
// i = m_license_data.begin();
j = m_license_data.end();
if(!m_bsl_summary_mode)
{
    // start with the summary:
    //
os << "<a name="summary"></a><h2>Licence Summary</h2>
    while(i != j)
    {
        // title:
        os << "<H3>" << licenses.first[i->first].license_name << "</H3>";
        // license text:
os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
        // Copyright holders:
os << "<P>This license is used by " << i->second.authors.size() << " authors and " << i->second.files.size() << " files <a href="/" make_link_target(licenses.first[i->first].license_name) << ">see details</a>";
os << "</P>";
++i;
}
//
// and now the details:
//
i = m_license_data.begin();
j = m_license_data.end();
int license_index = 0;
os << "<a name="details"></a><h2>Licence Details</h2>
while(i != j)
{
    // title:
os << 
        "<H3><A name="" << make_link_target(licenses.first[i->first].license_name)
        ">"</a="/a)" << licenses.first[i->first].license_name << "</H3>\n";
    // license text:
os << "<BLOCKQUOTE>" << licenses.first[i->first].license_text << "</BLOCKQUOTE>";
    if(!m_bsl_summary_mode || (license_index >= 3))
    {
        // Copyright holders:
os << "<P>This license is used by the following " << i->second.authors.size() << " copyright
holders:\n<BLOCKQUOTE>\n";
        std::set<std::string>::const_iterator x, y;
x = i->second.authors.begin();
y = i->second.authors.end();
while(x != y)
{
os << *x << "<BR>\n";
    ++x;
}
os << "</P></BLOCKQUOTE>\n";
    // Files using this license:
os << "<P>This license applies to the following " << i->second.files.size() << " files:\n<BLOCKQUOTE>\n";
        std::set<fs::path, path_less>::const_iterator m, n;
m = i->second.files.begin();
n = i->second.files.end();
while(m != n)
{
os << split_path(m_boost_path, *m) << "<br>\n";
    ++m;
}
os << "</P></BLOCKQUOTE>\n";
    }
else
{
os << "<P>This license is used by " << i->second.authors.size() << " authors (list omitted for brevity).</P>\n";
os << "<P>This license applies to " << i->second.files.size() << " files (list omitted for brevity).</P>\n";
}
++license_index;
// Output list of files not found to be under license control:
//
// os << "<h2><a name="files"></a>Files With No Recognisable Licence</h2><br />
"<P>The following " << m_unknown_licenses.size() << " files had no recognisable license information:</P>
"<BLOCKQUOTE><P>
std::set<fs::path, path_less>::const_iterator i2, j2;
i2 = m_unknown_licenses.begin();
j2 = m_unknown_licenses.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n"
    ++i2;
}
os << "</p></BLOCKQUOTE>";

// Output list of files with no found copyright holder:
//
// os << "<h2><a name="authors"></a>Files With No Recognisable Copyright Holder</h2><br />
"<P>The following " << m_unknown_authors.size() << " files had no recognisable copyright holder:</P>
"<BLOCKQUOTE><P>
i2 = m_unknown_authors.begin();
j2 = m_unknown_authors.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "\n"
    ++i2;
}
os << "</p></BLOCKQUOTE>";
if(!m_bsl_summary_mode)
{
    // Output list of files that have been moved over to the Boost
    // Software License, along with enough information for human
    // verification.
    //
    os << "<h2><a name="bsl-converted"></a>Files that can be automatically converted to the Boost Software License</h2><br />
" << "The following " << m_converted_to_bsl.size() << " files can be automatically converted to the Boost Software License, but require manual verification before they can be committed to CVS:";
    if (!m_converted_to_bsl.empty())
    {
        typedef std::map<fs::path, std::pair<std::string, std::string>, path_less>
            ::const_iterator conv_iterator;
        conv_iterator i = m_converted_to_bsl.begin();
        ie = m_converted_to_bsl.end();
    }
int file_num = 1;
while (i != ie)
{
    os << "<P>[ " << file_num << "] File: <tt>" << split_path(m_boost_path, i->first)
<< "</tt><br>
<< i->second.first << "</pre></td>
<< i->second.second << "</pre></td>
<< tr><br>
<< table> <tr>
<< i;
++i;
++file_num;
}
}

// Output list of files that could be moved over to the Boost Software License
//
os << "<h2><a name="to-bsl"></a>Files that could be converted to the Boost Software License</h2>
<br>
The following " << m_can_migrate_to_bsl.size() << " files could be manually converted to the Boost Software License, but have not yet been:

<BLOCKQUOTE><P>

i2 = m_can_migrate_to_bsl.begin();
j2 = m_can_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "</br>
    ++i2;
}

os << "</p></BLOCKQUOTE>";

// Output list of files that can not be moved over to the Boost Software License
//
os << "<h2><a name="not-to-bsl"></a>Files that can NOT be converted to the Boost Software License</h2>
<br>
The following " << m_cannot_migrate_to_bsl.size() << " files cannot be converted to the Boost Software License because we need the permission of more authors:

<BLOCKQUOTE><P>

i2 = m_cannot_migrate_to_bsl.begin();
j2 = m_cannot_migrate_to_bsl.end();
while(i2 != j2)
{
    os << split_path(m_boost_path, *i2) << "</br>
    ++i2;
}

os << "</p></BLOCKQUOTE>";

// Output list of authors that we need permission for to move to the BSL
//
os << "<h2><a name="need-bsl-authors"></a>Authors we need for the BSL</h2>
<br>
Authors we need for the BSL:

<BLOCKQUOTE><P>

std::copy(m_authors_for_bsl_migration.begin(), m_authors_for_bsl_migration.end(),

std::ostream_iterator<std::string>(os, "<br/>
"));
os << "</p></BLOCKQUOTE>");
//
// output a table of copyright information:
//
os << "<H2><a name="copyright"></a>Copyright Holder Information</H2><table border="1">
std::map<std::string, std::set<fs::path, path_less> >::const_iterator ad, ead;
ad = m_author_data.begin();
ead = m_author_data.end();
while(ad != ead)
{
os << "<tr><td>" << ad->first << "</td><td>
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = ad->second.begin();
efi = ad->second.end();
while(fi != efi)
{
os << split_path(m_boost_path, *fi) << " ";
++fi;
}
os << "</td></tr>\n"
;++ad;
}
os << "</table>\n";
}

//
// output file dependency information:
//
os << "<H2><a name="depend"></a>File Dependency Information</H2><BLOCKQUOTE><pre>
std::map<fs::path, fs::path, path_less>::const_iterator dep, last_dep;
std::set<fs::path, path_less>::const_iterator fi, efi;
fi = m_copy_paths.begin();
efi = m_copy_paths.end();
// if in summary mode, just figure out the "bad" files and print those only:
std::set<fs::path, path_less> bad_paths;
if(m_bsl_summary_mode)
{
bad_paths.insert(m_unknown_licenses.begin(), m_unknown_licenses.end());
bay_paths.insert(m_unknown_authors.begin(), m_unknown_authors.end());
bay_paths.insert(m_can_migrate_to_bsl.begin(), m_can_migrate_to_bsl.end());
bay_paths.insert(m_cannot_migrate_to_bsl.begin(), m_cannot_migrate_to_bsl.end());
tyedef std::map<fs::path, std::pair<std::string, std::string>, path_less>::const_iterator conv_iterator;
conv_iterator i = m_converted_to_bsl.begin(),
ie = m_converted_to_bsl.end();
while(i != ie)
{
bad_paths.insert(i->first);
++i;
}
fi = bad_paths.begin();
efi = bad_paths.end();
os << "<P>For brevity, only files not under the BSL are shown</P>\n";
}
while(fi != efi)
{
os << split_path(m_boost_path, *fi);
dep = m_dependencies.find(*fi);
last_dep = m_dependencies.end();
std::set<fs::path, path_less> seen_deps;
if (dep != last_dep)
while(true)
{
os << " \rightarrow ";
if(fs::exists(m_boost_path / dep->second))
os << split_path(m_boost_path, dep->second);
else if(fs::exists(dep->second))
os << split_path(fs::path(), dep->second);
else
os << dep->second.string();
if(seen_deps.find(dep->second) != seen_deps.end())
{
os << " <I>(Circular dependency!)</I>";
b++; // circular dependency!!!
}
seen_deps.insert(dep->second);
last_dep = dep;
dep = m_dependencies.find(dep->second);
if((dep == m_dependencies.end()) || (0 == compare_paths(dep->second, last_dep->second)))
break;
}
os << "\n";
++fi;
}
os << "</pre></BLOCKQUOTE>\n";
os << "</body></html>\n";
if(!os)
{
std::string msg("Error writing to ");
msg += m_dest_path.string();
msg += ",\n";
std::runtime_error e(msg);
boost::throw_exception(e);
}
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This package was debianized by Vladimir Prus <ghost@cs.msu.su> on Wed, 17 July 2002, 19:27:00 +0400.

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

HISTORY -

Early versions of this collector were developed as a part of research projects supported in part by the National Science Foundation and the Defense Advance Research Projects Agency.
The garbage collector originated as part of the run-time system for the Russell programming language implementation. The first version of the garbage collector was written primarily by Al Demers. It was then refined and mostly rewritten, primarily by Hans-J. Boehm, at Cornell U., the University of Washington, Rice University (where it was first used for C and assembly code), Xerox PARC, SGI, and HP Labs. However, significant contributions have also been made by many others.

Some other contributors:

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

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

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

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"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title> &amp;#8212; Boost.HigherOrderFunctions 0.6 documentation</title>
<link rel="stylesheet" href="_static/boostbook.css" type="text/css" />
<link rel="stylesheet" href="_static/pygments.css" type="text/css" />
<script type="text/javascript">
var DOCUMENTATION_OPTIONS = {
    URL_ROOT: '.','
    VERSION: '0.6',
    COLLAPSE_INDEX: false,
    FILE_SUFFIX: '.html',
    HAS_SOURCE: true,

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template <typename X>
struct f { using type = X; };

template <int i>
struct t { }; 

using vector = mpl::vector((1..input_size).to_a.map { |n| "t<#{n}>" }) % >;

using result = boost::mpl::transform<vector, boost::mpl::quote1<f>>::type; 

int main() { }

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#include <boost/mpl/fold.hpp>
#include <boost/mpl/push_back.hpp>
#include <boost/mpl/quote.hpp>
#include <boost/mpl/vector.hpp>

template <typename State, typename X>
struct f { using type = X; };

struct state { };
template <int i>
struct t { };

using vector = <%= mpl_vector((1..input_size).to_a.map { |n| "t<#{n}>" }) %>>;

using result = boost::mpl::fold<vector, state, boost::mpl::quote2<f>>::type;

int main() {}

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<!-- Boost-no-inspect -->
<!-- HTML header for doxygen 1.8.9.1-->
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/xhtml;charset=UTF-8"/>
<meta http-equiv="X-UA-Compatible" content="IE=9"/>
Adapters for Boost.MPL containers.

- `boost::mpl::integral_c< T, v >`:
  - Description:
    Adapter for IntegralConstants from the Boost.MPL.
    More...<a href="structboost_1_1mpl_1_1integral__c.html">More...</a>

- `boost::mpl::list< T >`:
  - Description:
    Adapter for Boost.MPL lists.
    More...<a href="structboost_1_1mpl_1_1list.html">More...</a>

- `boost::mpl::vector< T >`:
  - Description:
    Adapter for Boost.MPL vectors.
    More...<a href="structboost_1_1mpl_1_1vector.html">More...</a>

Classes</h2></td><tr><td class="memItemLeft" align="right" valign="top"><a class="el" href="#memitem-2">struct &amp;#160;</a>&amp;#160;<a class="el" href="structboost_1_1mpl_1_1impl_1_1integral__c.html">boost::mpl::integral__c< T, v ></a></td><td class="mdescRight">Adapter for IntegralConstants from the Boost.MPL. <a href="structboost_1_1mpl_1_1integral__c.html#details">More...</a><br /></td></tr><tr><td class="memSeparator" colspan="2"></td></tr><tr><td class="memItemLeft" align="right" valign="top"><a class="el" href="#memitem-3">struct &amp;#160;</a>&amp;#160;<a class="el" href="structboost_1_1mpl_1_1impl_1_1list.html">boost::mpl::list< T ></a></td><td class="mdescRight">Adapter for Boost.MPL lists. <a href="structboost_1_1mpl_1_1list.html#details">More...</a><br /></td></tr><tr><td class="memSeparator" colspan="2"></td></tr><tr><td class="memItemLeft" align="right" valign="top"><a class="el" href="#memitem-4">struct &amp;#160;</a>&amp;#160;<a class="el" href="structboost_1_1mpl_1_1impl_1_1vector.html">boost::mpl::vector< T ></a></td><td class="mdescRight">Adapter for Boost.MPL vectors. <a href="structboost_1_1mpl_1_1vector.html#details">More...</a><br /></td></tr><tr><td class="memSeparator" colspan="2"></td></tr>
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#!/usr/bin/env python
from subprocess import check_output as run
from datetime import datetime
from itertools import groupby
from operator import itemgetter
import re
import magic

def authors(filename):
    log = run(['git', 'log', '--follow',
               '--date=short', '--format=%aN%x09%ad', filename],
               universal_newlines=True)
    for line in log.splitlines():
        author, date = line.split('	')
        if author != 'fix-copyright.py':
            yield author, datetime.strptime(date, '%Y-%m-%d')

def new_copyright(filename, previous):
    def f():
        au = list(authors(filename))
        alldates = map(itemgetter(1), au)
        aup = sorted(au + map(lambda a: (a, None), previous), key=itemgetter(0))
        for author, records in groupby(aup, itemgetter(0)):
            dates = filter(None, map(itemgetter(1), records))
            if not dates: dates = alldates
            start = min(dates)
            end = max(dates)
            fmt = '{0}' if start.year == end.year else '{0}-{1}'
            line = 'Copyright ' + fmt.format(start.year, end.year) + ' ' + author
            key = (start, author)
            yield key, line
    return map(itemgetter(1), sorted(f()))

def fix_copyright(filename):
    # Find copyright block in original file
    prefix = set()
names = []
lines = []
with open(filename, 'r') as f:
    content = list(f)
for i, line in enumerate(content[:15]):
    m = re.match(r'^(?P<prefix>\W*)\((c)\)? \s*?copyright\s*(\((c)\)?\s+\d\d\d\d(\s*-\s+\d\d\d\d)?)\s+\((?P<name>.+)\)?\s*$',
        line, re.IGNORECASE)
    if m:
        d = m.groupdict()
        prefix.add(d['prefix'])
        lines.append(i)
        names.append(d['name'].strip())
if len(prefix) != 1:
    print 'Not found:', filename
    return
prefix = list(prefix)[0]

print filename
new = iter(new_copyright(filename, names))
with open(filename, 'w') as f:
    for i, line in enumerate(content):
        if i in lines:
            for repl in new:
                print >>f, prefix + repl
        else:
            print >>f, line,
pass

def all_files():
    ls = run(['git', 'ls-files'], universal_newlines=True)
    for filename in ls.splitlines():
        if magic.from_file(filename, mime=True).split('/')[0] == 'text':
            yield filename

for f in all_files():
    fix_copyright(f)

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<section id="date_time.license">
<title>Boost Date-Time Library License</title>
<bridgehead renderas="sect2">Boost Date-Time Library License</bridgehead>
<!--
<ulink url="../../../index.htm">
<imagedata align="left"
    format="GIF"
    fileref="../../../boost.png"
    alt="C++ Boost" />
</ulink>-->

<para>
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Jeff Garland
2000-2002

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All the value based traits in this library conform to MPL's requirements for an Integral Constant type.

Please note that these types no longer inherit from `mpl::true_` or `mpl::false_` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `integral_constant` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
All the value based traits in this library conform to MPL's requirements for an Integral Constant type. Please note that these types no longer inherit from `<code class="computeroutput">mpl::true_</code>` or `<code class="computeroutput">mpl::false_</code>` etc, and the library will no longer implicitly include any MPL header. However there is an implicit conversion from `<code class="computeroutput">integral_constant</code>` to the corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
The header `<boost/mp11/mpl.hpp>`, when included, defines the necessary support infrastructure for `mp_list` and `std::tuple` to be valid link:../../../../libs/mpl[MPL] sequences.

NOTE: `mpl.hpp` is not included by `<boost/mp11.hpp>`.

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//
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//
// Distributed under the Boost Software License, Version 1.0.
#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
#define BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

#endif // BOOST_CONFIG_HPP
#include <boost/config.hpp>
#if defined(BOOST_HAS_PRAGMA_ONCE)
#  pragma once
#endif
#include <boost/container/detail/config_begin.hpp>
#include <boost/container/detail/workaround.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cstddef>
namespace boost {
namespace container {
namespace dtl {

using boost::move_detail::integral_constant;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;
using boost::move_detail::enable_if;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;;
using boost::move_detail::identity;
using boost::move_detail::bool_;;
using boost::move_detail::true_;;
using boost::move_detail::false_;;
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::bool_;;

}}}
using boost::move_detail::true_;  
using boost::move_detail::false_;  
using boost::move_detail::unvoid_ref;  
using boost::move_detail::and_;  
using boost::move_detail::or_;  
using boost::move_detail::not_;  
using boost::move_detail::enable_if_and;  
using boost::move_detail::disable_if_and;  
using boost::move_detail::enable_if_or;  
using boost::move_detail::disable_if_or;  

template <class FirstType>  
struct select1st  
{  
typedef FirstType type;  

    template<class T>  
    const type& operator()(const T& x) const  
    {  return x.first;  }  

    template<class T>  
    type& operator()(T& x)  
    {  return const_cast<type&>(x.first);  }  
};  

template <class T, class=void>  
struct is_transparent  
{  
    static const bool value = false;  
};  

template <class T>  
struct is_transparent<T, typename T::is_transparent>  
{  
    static const bool value = true;  
};  

template <typename C, typename K, typename R>  
struct enable_if_transparent  
    : boost::move_detail::enable_if_c<dtl::is_transparent<C>::value, R>  
{  
};  

}  //namespace dtl  
}  //namespace container  
}  //namespace boost  

#include <boost/container/detail/config_end.hpp>
#ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP

 ////////////////////////////////////////////////////////////////////// 

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 // 
 screams. 

 #ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
 #define BOOST_INTERPROCESS_DETAIL_MPL_HPP

 #ifndef BOOST_CONFIG_HPP
 #define BOOST_CONFIG_HPP
 #include <boost/config.hpp>
 #endif

 #if defined(BOOST_HAS_PRAGMA_ONCE)
 #pragma once
 #endif

 #include <cassert>

 namespace boost {
 namespace interprocess {
 namespace ipcdetail {

 template <class T, T val>
 struct integral_constant
 {
  static const T value = val;
  typedef integral_constant<T,val> type;
 };

 template< bool C_ >
 struct bool_ : integral_constant<bool, C_> 
 {
  static const bool value = C_; 
  
  typedef bool_<true>  true_;
  typedef bool_<false> false_;
 
  typedef true_ true_type;

}}

}}

#endif  //ifndef BOOST_CONTAINER_CONTAINER_DETAIL_MPL_HPP
typedef false_type;

typedef char yes_type;

struct no_type
{
   char padding[8];
};

template <bool B, class T = void>
struct enable_if_c
{
   typedef T type;
};

template <class T>
struct enable_if_c<false, T> {};

template <class Cond, class T = void>
struct enable_if : public enable_if_c<Cond::value, T> {};

template <class Cond, class T = void>
struct disable_if : public enable_if_c<!Cond::value, T> {};

template <
    bool C
, typename T1
, typename T2
>
struct if_c
{
   typedef T1 type;
};

template <
    typename T1
, typename T2
>
struct if_c<false,T1,T2>
{
   typedef T2 type;
};

template <
    typename T1
, typename T2
, typename T3
>
struct if_
typedef typename if_c<0 != T1::value, T2, T3>::type type;
};

template<std::size_t S>
struct ls_zeros
{
static const std::size_t value = (S & std::size_t(1)) ? 0 : (1u + ls_zeros<(S >> 1u)>::value);
};
template<>
struct ls_zeros<0>
{
static const std::size_t value = 0;
};
template<>
struct ls_zeros<1>
{
static const std::size_t value = 0;
};
} //namespace ipcdetail {
} //namespace interprocess {
} //namespace boost {
#endif //#ifndef BOOST_INTERPROCESS_DETAIL_MPL_HPP
/////////////////////////////////////////////////////////////////////////////
//
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http://www.boost.org/LICENSE_1_0.txt)
//
//
/////////////////////////////////////////////////////////////////////////////
#ifndef BOOST_INTRUSIVE_DETAIL_MPL_HPP
#define BOOST_INTRUSIVE_DETAIL_MPL_HPP
#ifndef BOOST_CONFIG_HPP
# include <boost/config.hpp>
#endif
#if defined(BOOST_HAS_PRAGMA_ONCE)

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# pragma once

#include <boost/intrusive/detail/config_begin.hpp>
#include <boost/move/detail/type_traits.hpp>
#include <cassert>

namespace boost {
namespace intrusive {
namespace detail {

using boost::move_detail::is_same;
using boost::move_detail::add_const;
using boost::move_detail::remove_const;
using boost::move_detail::remove_cv;
using boost::move_detail::remove_reference;
using boost::move_detail::remove_pointer;
using boost::move_detail::add_pointer;
using boost::move_detail::true_type;
using boost::move_detail::false_type;
using boost::move_detail::enable_if_c;
using boost::move_detail::enable_if;
using boost::move_detail::disable_if_c;
using boost::move_detail::disable_if;
using boost::move_detail::is_convertible;
using boost::move_detail::if_c;
using boost::move_detail::if_;  
using boost::move_detail::is_const;
using boost::move_detail::identity;
using boost::move_detail::alignment_of;
using boost::move_detail::is_empty;
using boost::move_detail::addressof;
using boost::move_detail::integral_constant;
using boost::move_detail::enable_if_convertible;
using boost::move_detail::disable_if_convertible;
using boost::move_detail::bool_;
using boost::move_detail::true_;  
using boost::move_detail::false_;  
using boost::move_detail::yes_type;
using boost::move_detail::no_type;
using boost::move_detail::apply;
using boost::move_detail::eval_if_c;
using boost::move_detail::eval_if;
using boost::move_detail::unvoid_ref;
using boost::move_detail::add_const_if_c;

template<std::size_t S>
struct ls_zeros
{
    static const std::size_t value = (S & std::size_t(1)) ? 0 : (1 + ls_zeros<(S>>1u)>::value);
};

template<>
struct ls_zeros<0>
{
    static const std::size_t value = 0;
};

template<>
struct ls_zeros<1>
{
    static const std::size_t value = 0;
};

// Infrastructure for providing a default type for T::TNAME if absent.
#define BOOST_INTRUSIVE_INSTANTIATE_DEFAULT_TYPE_TMPLT(TNAME)     
    template <typename T>                                          
    struct boost_intrusive_has_type_ ## TNAME                      
    {                                                              
        template <typename X>                                       
        static char test(int, typename X::TNAME*);                  
        
        template <typename X>                                       
        static int test(...);                                       
        
        static const bool value = (1 == sizeof(test<T>(0, 0)));     
    };                                                             

    template <typename T, typename DefaultType>                    
    struct boost_intrusive_default_type_ ## TNAME                  
    {                                                              
        struct DefaultWrap { typedef DefaultType TNAME; };          
        
        typedef typename                                                
            ::boost::intrusive::detail::if_c                         
            < boost_intrusive_has_type_ ## TNAME<T>::value        
            , T, DefaultWrap>::type::TNAME type;                  
    };                                                             

    //
#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_DEFAULT(INSTANTIATION_NS_PREFIX, T, TNAME, TIMPL)   
    typename INSTANTIATION_NS_PREFIX                                                       
        boost_intrusive_default_type_ ## TNAME<T, TIMPL> ::type                            

//
```c
#define BOOST_INTRUSIVE_HAS_TYPE(INSTANTIATION_NS_PREFIX, T, TNAME) \
  INSTANTIATION_NS_PREFIX \
  boost_intrusive_has_type_##TNAME<T>::value \

//

#define BOOST_INTRUSIVE_INSTANTIATE_EVAL_DEFAULT_TYPE_TMPLT(TNAME) \
  template <typename T, typename DefaultType> \
  struct boost_intrusive_eval_default_type_##TNAME \
  {
    template <typename X> \
    static char test(int, typename X::TNAME*); \
    \
    template <typename X> \
    static int test(...); \
    \
    struct DefaultWrap \
    { typedef typename DefaultType::type TNAME; }; \
    \
    static const bool value = (1 == sizeof(test<T>(0, 0))); \
    \
    typedef typename \
    ::boost::intrusive::detail::eval_if_c \
    < value \
    , ::boost::intrusive::detail::identity<T> \
    , ::boost::intrusive::detail::identity<DefaultWrap> \
    >::type::TNAME type; \
  }; \

//

#define BOOST_INTRUSIVE_OBTAIN_TYPE_WITH_EVAL_DEFAULT(INSTANTIATION_NS_PREFIX, T, 
TNAME, TIMPL) \
  typename INSTANTIATION_NS_PREFIX \
  boost_intrusive_eval_default_type_##TNAME<T, TIMPL>::type \

//

#define BOOST_INTRUSIVE_INTERNAL_STATIC_BOOL_IS_TRUE(TRAITS_PREFIX, 
TYPEDEF_TO_FIND) \
  template <class T> \
  struct TRAITS_PREFIX##_bool \
  { \
    template<bool Add> \
    struct two_or_three {yes_type _[2 + Add];}; \
    template <class U> static yes_type test(...); \
    template <class U> static two_or_three<U::TYPEDEF_TO_FIND> test (int); \
    static const std::size_t value = sizeof(test<T>(0)); \
  };
```

```cpp
template <class T>
struct TRAITS_PREFIX##_bool_is_true
{
    static const bool value = TRAITS_PREFIX##_bool<T>::value > sizeof(yes_type)*2;
};

//

#define BOOST_INTRUSIVE_HAS_STATIC_MEMBER_FUNC_SIGNATURE(TRAITS_NAME,
FUNC_NAME) \
    template <typename U, typename Signature> \
    class TRAITS_NAME \
    {
        private:
        template<Signature> struct helper;
        template<typename T> \
        static ::boost::intrusive::detail::yes_type test(helper<&T::FUNC_NAME>*);
        template<typename T> static ::boost::intrusive::detail::no_type test(...);
        public:
        static const bool value = sizeof(test<U>(0)) == sizeof(::boost::intrusive::detail::yes_type);
    };

//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME, FUNC_NAME) \
    template <typename Type> \
    struct TRAITS_NAME \
    {
        struct BaseMixin \
        {
            void FUNC_NAME();
        }; \
        struct Base : public Type, public BaseMixin { Base(); };
        template <typename T, T t> class Helper{}; \
        template <typename U> \
        static ::boost::intrusive::detail::no_type  test(U*, Helper<void (BaseMixin::*)(), &U::FUNC_NAME>* = 0); \
        static ::boost::intrusive::detail::yes_type test(...);
        static const bool value = sizeof(::boost::intrusive::detail::yes_type) == sizeof(test((Base*)(0)));
    };

//

#define BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED_IGNORE_SIGNATURE(TRAITS_NAME,
FUNC_NAME) \
    BOOST_INTRUSIVE_HAS_MEMBER_FUNC_CALLED(TRAITS_NAME##_ignore_signature, FUNC_NAME)

template <typename Type, class> \
struct TRAITS_NAME \
    : public TRAITS_NAME##_ignore_signature<Type>
{ }
```

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

HISTORY -

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

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

Some other contributors:

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

The SPARC specific code was originally contributed by Mark Weiser. The Encore Multimax modifications were supplied by Kevin Kenny (kenny@m.cs.uiuc.edu). The adaptation to the IBM PC/RT is largely due to Vernon Lee, on machines made available to Rice by IBM. Much of the HP specific code and a number of good suggestions for improving the generic code are due to Walter Underwood.

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

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<!DOCTYPE html>
<html>
<head></head>
<body>
<h3>Copyright Test</h3>
<p class="copyright">
1963, 1964, 1965 Jane Doe
</p>
<p class="copyright">
2018 Joe Blow, John Coe
</p>
<p class="copyright">
1977, 1985 Someone else
</p>
</body>
</html>
Maybe this should pass?

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>License &amp;#8212; Boost.HigherOrderFunctions 0.6 documentation</title>
<link rel="stylesheet" href="../css/boostbook.css" type="text/css" />
<link rel="stylesheet" href="../css/pygments.css" type="text/css" />
<script type="text/javascript">
var DOCUMENTATION_OPTIONS = {
  URL_ROOT:    '../',
  VERSION:     '0.6',
  COLLAPSE_INDEX: false,
  FILE_SUFFIX: '.html',
  HAS_SOURCE:  true,
  SOURCELINK_SUFFIX: '.txt'
};
</script>
<script type="text/javascript" src="../static/jquery.js"></script>
<script type="text/javascript" src="../static/underscore.js"></script>
<script type="text/javascript" src="../static/doctools.js"></script>
<link rel="index" title="Index" href="../genindex.html" />
<link rel="search" title="Search" href="../search.html" />
<link rel="prev" title="Acknowledgements" href="acknowledgements.html" />
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<a accesskey="p" href="acknowledgements.html"><img src="../static/prev.png" alt="Prev"></a> <a accesskey="u" href="../index.html"><img src="../static/up.png" alt="Up"></a> <a accesskey="h" href="../index.html"><img src="../static/home.png" alt="Home"></a> <img alt="Boost C++ Libraries" width="277" height="86" src="../static/boost.png"></td>
</tr>
</table>

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All the value based traits in this library conform to MPL's requirements for an integral constant type.

Please note that these types no longer inherit from any MPL header. However there is an implicit conversion from integral constant to the
corresponding MPL types, therefore tag-dispatching that uses MPL types in function overloads will still work as before.
Adapters for Boost.MPL containers. 

- **boost::mpl::integral_c< T, v >**: Adapter for IntegralConstants from Boost.MPL. See [boost::mpl::integral_c<T, v>](#nested-classes). 

Understanding Boost.MPL adapters: 

- **boost::mpl::list< T >**: Adapter for Boost.MPL containers. See [boost::mpl::list<T>](#nested-classes). 

## Overview

The Boost.MPL adapters provide a way to integrate with Boost.MPL containers. These adapters are designed to make it easier to work with Boost.MPL in a more functional programming style. 

### IntegralConstants Adapter

The `boost::mpl::integral_c` adapter is used to create an integral constant from a Boost.MPL container. This adapter is useful when you need to work with integral constants in a functional context. 

```cpp
struct boost::mpl::integral_c< T, v >{
   // Constructor
   integral_c(T t, v v) : data(t), value(v) {} 
   // Member functions
   T data; 
   v value; 
   // Other members...
};
```

### List Adapter

The `boost::mpl::list` adapter is used to create a list from a Boost.MPL container. This adapter is useful when you need to work with lists in a functional context. 

```cpp
struct boost::mpl::list< T >{
   // Constructor
   list(T t) : data(t) {} 
   // Member functions
   T data; 
   // Other members...
};
```

These adapters are part of the `boost::mpl` namespace and are designed to be used in conjunction with Boost.MPL containers to provide a more functional programming experience.
Adapter for Boost.MPL lists.

Adapter for Boost.MPL vectors.

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1.9 Boost Library 1.67

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Boost.Geometry (aka GGL, Generic Geometry Library)

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1.18 commons-lang3 3.8

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1.22 dart-lang sdk 1.21.1

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1.23 dart-lzma 0.3.0

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1.24 dart-xml 2.4.3

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1.25 dartdap 0.3.3

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1.26 dsbroker 1.1.1

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````

1.27 dslink 0.20.1

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```java
package org.dsa.iot.dslink.node;

/**
 * Handles various permission levels
 * @author Samuel Grenier
 */
public enum Permission {
    NONE("none"),
    READ("read"),
    WRITE("write"),
    CONFIG("config"),
    NEVER("never");

    private final String jsonName;
```
Permission(String jsonName) {
    this.jsonName = jsonName;
}

/**
 * @return JSON ready name of the permission
 */
public String getJsonName() {
    return jsonName;
}

/**
 * Converts a string permission received from an endpoint back into a
 * permission enumeration.
 *
 * @param perm Permission string to convert.
 * @return Converted string into an enumeration.
 */
public static Permission toEnum(String perm) {
    switch (perm) {
    case "none":
        return NONE;
    case "read":
        return READ;
    case "write":
        return WRITE;
    case "config":
        return CONFIG;
    case "never":
        return NEVER;
    default:
        throw new RuntimeException("Unhandled type");
    }
}

---

1.28 dslink-dart-dql

72445afc32028d9614ed2a5904edadeef34e0688e

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```
1.29 dslink-dart-system
93cfbb439824087ad7e2422f5ba60d7db73ec2a
```

4

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1.31 dsllink-alarm 1.9.0

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1.32 duosecurity-dart 0.0.1

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1.33 git 1.8.3.1 :13.el7

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9419663f5a44be8b34ca85f08abc5fe1be11f8a3

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1.38 HikariCP 3.1.0

1.39 historian 0.20.1

1.40 http-dart 0.11.3+9
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1.42 http_server-dart 0.9.6

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1.43 intl 0.15.0

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1.44 jackson-annotations 2.8.0

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1.45 jackson-core 2.9.5

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1.46 jackson-core 2.8.10

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1.49 jackson-dataformat-msgpack 0.8.14

1.50 jackson-dataformat-msgpack 0.8.16

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  <settings default="msgpack">
    <LanguageOptions name="JAVA">
      <option name="fileTypeOverride" value="3"/>
      <option name="addBlankAfter" value="false"/>
      <option name="block" value="false"/>
      <option name="prefixLines" value="false"/>
    </LanguageOptions>
    <LanguageOptions name="Scala">
      <option name="fileTypeOverride" value="3"/>
      <option name="addBlankAfter" value="false"/>
      <option name="block" value="false"/>
      <option name="prefixLines" value="false"/>
    </LanguageOptions>
    <LanguageOptions name="__TEMPLATE__">
      <option name="addBlankAfter" value="false"/>
    </LanguageOptions>
  </settings>
</component>
<copyright>
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1.52 jdbc-postgres 8.4.702
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1.54 Json.NET 11.0.2

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1.56 logging 0.20.1

1.57 lz4 r131 :1

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1.59 math_expressions 0.2.0+1

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1.60 mime_type 0.1.8

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<head>
<title>MIT LICENSE</title>
</head>
<body>
<h3>LICENSE</h3>
<p id="text">Permission is hereby granted, free of charge, to any person obtaining a copy of
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1.61 msgpack-core 0.8.14

1.62 mysql-connector-java 6.0.6

1.63 netty 4.1.25

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1.68 parstream-authentication 1.2

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1.72 postgresql-jdbc 42.2.5
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nav: ../
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<li><a href="#authors">Previous Maintainers</a></li>
<li><a href="#developers">Developers</a></li>
<li><a href="#translators">Translators</a></li>
</ul>
<hr />
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<h2 class="underlined_10">Maintainers</h2>
<div>
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<h2 class="underlined_10">Previous Maintainers</h2>
</div>

<hr />

<a name="developers"></a>
<h2 class="underlined_10">Developers</h2>
</div>

<p>The original JDBC driver was written by Adrian Hall. Peter Mount and Barry Lind have maintained it in the past, but have since moved on to other things.</p>

<hr />

<ul>
<li>Jan Andre le Roux</li>
<li>ResultSetMetaData information based on the V3 protocol</li>
</ul>

<li>Jaroslaw J. Pyszny</li>
<li>Improve MetaData regarding the serial datatype</li>

<li>Ulrich Meis</li>
<li>Allow users to customize the SSL connection</li>

<li>Xavier Poinsard</li>
<li>Standard escaped functions {fn ...() } </li>

</li>
<ul>
<li>Oliver Siegmar</li>
<ul>
<li>Support for infinity in the timestamp datatype</li>
<li>Make PGInterval able to decode and manipulate interval data</li>
</ul>
<li>Michael Barker</li>
<ul>
<li>Blob write and position methods</li>
</ul>
<li>Andras Kadinger</li>
<ul>
<li>Support asynchronous notification retrieval</li>
</ul>
<li>Heikki Linnakangas</li>
<ul>
<li>XADatasource implementation</li>
</ul>
<li>Luis Vilar Flores</li>
<ul>
<li>Reduce memory usage retrieving bytea data</li>
</ul>
<li>Michael Paesold</li>
<ul>
<li>Correctly parse dollar quotes and comments</li>
<li>Work with standard_conforming_strings = on</li>
</ul>
<li>Mikko Tihionen</li>
<ul>
<li>Improve speed of parsing ResultSet data</li>
</ul>
<li>Marek Lewczuk</li>
<ul>
<li>Support multi-dimensional arrays and NULL array elements</li>
</ul>
</ul>
<a name="translators"></a>
<h2 class="underlined_10">Translators</h2>
<div>
<ul>
<li>cs - Czech
<ul>
<li>Petr Dittrich</li>
</ul>
</li>
<li>de - German
<ul>
<li>Andre Bialojahn</li>
</ul>
</li>
<li>es - Spanish
<ul>
<li>Diego A. Gil</li>
</ul>
</li>
<li>fr - French
<ul>
<li>Xavier Poinsard</li>
</ul>
</li>
<li>it - Italian
<ul>
<li>Giuseppe Sacco</li>
</ul>
</li>
<li>pl - Polish
<ul>
<li>Jaroslaw Pyszny</li>
</ul>
</li>
<li>pt_BR - Brazilian Portuguese
<ul>
<li>Euler Taveira de Oliveira</li>
</ul>
</li>
<li>ru - Russian
<ul>
<li>Serguei Mokhov</li>
</ul>
</li>
<li>sr - Serbian
<ul>
<li>Bojan Skaljac</li>
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1.76 runtime_shared 0.20.1

1.77 sdk-dslink-dart 1.0.2
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```---

part of dslink.common;

class Permission {
    /// now allowed to do anything
    static const int NONE = 0;

    /// list node
    static const int LIST = 1;

    /// read node
    static const int READ = 2;

    /// write attribute and value
    static const int WRITE = 3;

    /// config the node
    static const int CONFIG = 4;

    /// something that can never happen
    static const int NEVER = 5;
static const List<String> names = const [   'none',   'list',   'read',   'write',   'config',   'never'];

static const Map<String, int> nameParser = const {   'none': NONE,   'list': LIST,   'read': READ,   'write': WRITE,   'config': CONFIG,   'never': NEVER};

static int parse(Object obj, [int defaultVal = NEVER]) {
  if (obj is String && nameParser.containsKey(obj)) {
    return nameParser[obj];
  }
  return defaultVal;
}

}

class PermissionList {
  Map<String, int> idMatchs = { };
  Map<String, int> groupMatchs = { };
  int defaultPermission = Permission.NONE;

  void updatePermissions(List data) {
    idMatchs.clear();
    groupMatchs.clear();
    defaultPermission = Permission.NONE;
    for (Object obj in data) {
      if (obj is Map) {
        if (obj['id'] is String) {
          idMatchs[obj['id']] = Permission.nameParser[obj['permission']]};
        } else if (obj['group'] is String) {
          if (obj['group'] == 'default') {
            defaultPermission = Permission.nameParser[obj['permission']];
          } else {
            groupMatchs[obj['group']] = Permission.nameParser[obj['permission']];
          }
        }
      }
    }
}
bool _FORCE_CONFIG = true;

int getPermission(Responder responder) {
    // TODO Permission temp workaround before user permission is implemented
    if (_FORCE_CONFIG) {
        return Permission.CONFIG;
    }
    if (idMatchs.containsKey(responder.reqId)) {
        return idMatchs[responder.reqId];
    }

    int rslt = Permission.NEVER;
    for (String group in responder.groups) {
        if (groupMatchs.containsKey(group)) {
            int v = groupMatchs[group];
            if (v < rslt) {
                // choose the lowest permission from all matched group
                rslt = v;
            }
        }
    }

    if (rslt == Permission.NEVER) {
        return defaultPermission;
    }
    return rslt;
}

1.78 slf4j-api 1.7.25
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1.79 sqlite-amalgamation 3.26.0
1.80 stack_trace 1.7.3

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1.84 tcmalloc (including perftools and libunwind) 2.4.91

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1.85 toml.dart 0.4.0

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1.86 typed_data 1.1.3

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1.91 yamlicious 0.0.5

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1.92 zlib 1.2.11

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